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MORTAL MONDAY: 13 SEPTEMBER 1993

WARRIOR PROFILE

STRATEGY

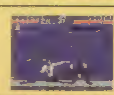
GAME GEAR™

JOHNNY CAGE

REAL NAME: JOHN CARLTON
AGE: 28
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

KNOWN RELATIVES: ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE (DIVORCED)
BIRTHPLACE: VENICE, CALIFORNIA
OCCUPATION: ACTOR

STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability.
WEAKNESSES: If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.
COMBINATIONS:
•Rip or flip kick, SHADOW KICK
•Jump punch, jump punch, SHADOW KICK



SHADOW KICK: Away, Towards, Kick
FIRE: Away, Towards, Punch
SPLIT PUNCH: Punch + Block
FINISHING MOVE: Towards, Towards, Towards, Punch

LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT: 165
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

KNOWN RELATIVES: LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHERE ABOUTS UNKNOWN)
BIRTHPLACE: HONAN PROVINCE, CHINA
OCCUPATION: SHAOLIN MONK, FISHERMAN

STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.
WEAKNESSES: Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIREBALLS, flip over them and kick Kang as he is recovering.
COMBINATIONS:
•Jump or flip punch or kick, FLYING KICK
•FIREBALL, FLYING KICK

FLYING KICK: Towards, Towards, Kick
FIREBALL: Towards, Towards, Punch
FINISHING MOVE: Roll Towards, Down, Away, Up, Towards

KANO

AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN
1 (NRA RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS: DEPORTED FROM JAPAN. WANTED CRIMINAL IN 35 COUNTRIES

KNOWN RELATIVES: NONE—WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MASTERMIND OF THE BLACK DRAGON ORGANIZATION

STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.
WEAKNESSES: Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him very vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.
COMBINATIONS:
•Flip punch or kick, CANNONBALL

RAYDEN

AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 250
HAIR: BLACK
EYES: NONE

LEGAL STATUS: MYSTIC—DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: THUNDER WARRIOR

STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.
WEAKNESSES: Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.
COMBINATIONS:
• Flip punch or kick, TORPEDO, LIGHTNING
• Flip punch, flip punch, TORPEDO

TORPEDO: Away, Away, Towards
LIGHTNING: Down, Towards, Punch
TELEPORT: Down, Up
FINISHING MOVE: Towards, Away, Away, Away, Punch

SUB-ZERO

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE, HOWEVER REFUGES SOMEWHERE IN CHINA

KNOWN RELATIVES: NONE
BIRTHPLACE: UNKNOWN
OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA WARRIOR

STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent
which can be used to initiate combinations
WEAKNESSES: Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.
COMBINATIONS:
•FREEZE, jump kick, SLIDE
•FREEZE, uppercut, SLIDE

DEEP FREEZE: Down, Towards, Punch
SLIDE: Away, Away, Punch + Kick
FINISHING MOVE: Towards, Down, Towards, Punch

SCORPION

REAL NAME: UNKNOWN
AGE: 28
HEIGHT: 6'2"
WEIGHT: 218
HAIR: BLACK
EYES: VARIES
LEGAL STATUS: SCORPION IS A REINCARNATED SPECTRE AND HAS NO LEGAL STATUS.

KNOWN RELATIVES: WIFE AND CHILD IN A FORMER LIFE
BIRTHPLACE: IN FORMER LIFE—UNKNOWN
OCCUPATION: IN FORMER LIFE—UNKNOWN
AS SCORPION— A LOST SOUL BENT ON REVENGE

STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage—if it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.
WEAKNESSES: Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.
COMBINATIONS:
•Jump kick, HARPOON, uppercut
•DECOY, HARPOON, uppercut

HARPOON: Away, Away, Punch
DECOY: Down, Away, Punch
FINISHING MOVE: Hold Block Up, Up (must be proper distance away to work)

SONYA BLADE

AGE: 28
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLOND
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

KNOWN RELATIVES: MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY POLICE FORCE

STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament.
WEAKNESSES: Sonya has a very short range on her FLIP KICK and punches, making her nearly helpless at close quarters. Blocking unfortunately her leg grab leaves her completely open to an uppercut.
COMBINATIONS:
•Jump Kick, LEG GRAB
•Throw, SONIC RINGS

LEG GRAB: Down + Punch + Kick
SONIC RINGS: Away, Away, Punch
SQUARE WAVE PUNCH: Towards, Towards, Away, Punch
FINISHING MOVE: Towards, Towards, Away, Away, Block

GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 500
HAIR: BLACK
EYES: RED
LEGAL STATUS: EARTH— NONE OUTWORLD— PRINCE OF KUATAN

KNOWN RELATIVES: KING GOROBAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS TWINES
BIRTHPLACE: KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD
OCCUPATION: PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES

STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while battering you with his lower arms, and throw you to the ground,— sapping almost half your strength.
WEAKNESSES: Few. Goro has a tendency to block more than he should, often missing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him. Then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.

Goro is amazingly fast for his size

SHANG TSUNG

THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY. WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION. SHANG TSUNG WAS ONE OF THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE IMMEDIATELY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER. TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO TAKE PART IN **MORTAL KOMBAT.**

STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off.
WEAKNESSES: Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Gora transformations to attack. If you hit him consecutively, he cannot change back to Tsung or Gora.

Duck, but do not block!

YOURSELF!

: 13 SEPTEMBER 1993

The Mortal Kombat Tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses, of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

STRATEGY	GAME GEAR™	MASTER SYSTEM™	MEGADRIVE™
TRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability. **EAKNESSES:** If you can keep your distance from Cage, his arsenal is minimized, and he becomes rather vulnerable. He is also vulnerable to opponent if you duck underneath his SHADOW KICK. **OMBINATIONS:** lip or flip kick, SHADOW KICK ump punch, jump punch, SHADOW KICK	 **SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Punch + Block **FINISHING MOVE:** Towards, Towards, Towards, Punch	 **SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down, Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch	 **SHADOW KICK:** Away, Towards, Low Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down + High Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch
TRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed his greatest advantage, often allowing him to beat his opponents to a ow they initiated first. Watch your opponents' moves carefully and you n execute the countermove before the original move hits. **EAKNESSES:** Although Liu Kang's speed makes him an effective fighter short range, both his special moves are long range weapons, easily odicted and easily counteracted. To counteract his FLYING KICK, mere-block. When he hits your block, uppercut him. To counteract his FIRE-ALLS, flip over them and kick Kang as he is recovering. **OMBINATIONS:** ump or flip punch or kick, FLYING KICK IREBALL, FLYING KICK	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Away, Away, Down	 **FLYING KICK:** Towards, Towards, High Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards
RENGTHS: One of the strongest characters in the game, he can throw opponent literally across the screen. Both his CANNONBALL and his IFE THROW do great damage and operate at a distance. **EAKNESSES:** Kano's strength comes at the expense of quickness. He is long the slower warriors in the tournament. His CANNONBALL, hough powerful, leaves him vulnerable to aerial attacks, or to a punch kick if the CANNONBALL is blocked. **OMBINATIONS:** lip punch or kick, CANNONBALL	 MORTAL KOMBAT	 MORTAL KOMBAT	 **CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place. **KNIFE THROW:** Away, Towards while holding Block **FINISHING MOVE:** Hold Block and Away, Away, Punch
RENGTHS: Rayden is an extremely versatile fighter. His special moves ake him effective both near and far away from his opponent. **EAKNESSES:** Rayden's special moves can be turned against him. He ot TELEPORT out of a corner. When he does TELEPORT, he is vulnera-e to a quick uppercut as he reappears/rises. During the recovery from a icked TORPEDO he can be attacked with long-distance weapons. He is pecially vulnerable to Kano's FLYING KICK and Kano's CANNONBALL ring this take. **OMBINATIONS:** lip punch or kick, TORPEDO, LIGHTNING lip punch, flip punch, TORPEDO	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Away, Away, Away, Punch	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch
RENGTHS: A solid fighter, he is particularly adept at flip kicks and flip nches. Use his SLIDE in place of a foot sweep. It does more damage d leaves you less vulnerable. His DEEP FREEZE gives him a free shot at r opponent ich can be used to initiate combinations. **EAKNESSES:** Sub Zero's DEEP FREEZE is the only projectile weapon ich does not do damage. This puts him at a disadvantage when trying fight at long range. **OMBINATIONS:** REEZE, jump kick, SLIDE REEZE, uppercut, SLIDE	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away + Low Kick + High Kick **FINISHING MOVE:** Towards, Down, Towards, Punch
RENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. HARPOON does double damage— it does damage when it hits, and es him an additional free shot. It is particularly effective as a short ge weapon when there is little time for it to be blocked. **EAKNESSES:** Scorpion is prone to being trapped in a corner, as he can-t use his DECOY to escape. His special moves leave him extremely vul-erable. It takes several seconds for him to recover after throwing his RPOON. To stop his DECOY, duck then deliver an uppercut. **MBINATIONS:** ump kick, HARPOON, uppercut ECOY, HARPOON, uppercut	 **HARPOON:** Away, Away, Punch **DECOY:** Down, Away, Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)	 **HARPOON:** Away, Away, Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Punch, Up, Up	 **HARPOON:** Away, Away, Low Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)
RENGTHS: Sonya controls the skies with her powerful SQUARE WAVE NCH, a move which can knock any jumping or flipping warrior right out the air, and can move her out of harm's way in an instant. Her foot ong is the quickest and has the most range of any warrior in the tour-ment. **EAKNESSES:** Sonya has a very short range on her FLIP KICK and ches, making her overly reliant on her special moves. Ducking under ith her leg grab leaves her completely open to an uppercut. **MBINATIONS:** ump kick, LEG GRAB now, SONIC RINGS	 **LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block	 **LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Forwards, Forwards, Away, Away, Punch + Kick	 **LEG GRAB:** Down + Punch + Low Kick **SONIC RINGS:** Punch, Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block
RENGTHS: His extreme strength makes him a dangerous foe. Keep r distance at all costs. Should he catch you, he'll beat you with his ar arms while holding you with his lower arms, and throw you to the und— sapping almost half your strength. **EAKNESSES:** Fear. Goro has a tendency to block more than he should, er allowing you multiple opportunities to try a jump punch or jump kick. ee he tries to stomp you, do a reverse flip kick away from him, then nch a projectile weapon. He is extremely vulnerable to projectile apons when he is getting up from the ground.	 Goro is amazingly fast for his size	 There is no escape from Goro's chest pound!	 There is no escape from Goro's chest pound!
RENGTHS: Diddy, Taung's ability to transform into any of the other haracters, complete with their abilities and special moves is not ung's most powerful weapon. It's his fireballs. Unless he is hit, he passes them in bursts of three or four which can nearly finish a warrior **AKNESSES:** Taung's most glaring weakness is his transformation ough he may have the abilities of the characters he becomes, he also their disadvantages, and he uses his most powerful weapon, his fire-t. Take advantage of Taung's non-Goro transformations to attack. If hit him continuously, he cannot change back to Taung or Goro.	 Duck, but do not block!	 Shang Tsung is difficult to hit because of his speed.	 Shang Tsung is difficult to hit because of his speed.

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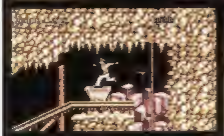

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"Playability to keep you interested for ages. The best Indiana Jones action game we've ever seen" (Mega Drive)
BAD INFLUENCE MAGAZINE - 96%

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ii e

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MAD INFLUENCE MAGAZINE - Dec

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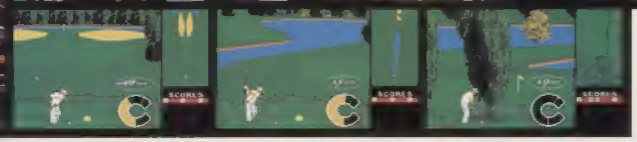

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CON

REVIEWS

MEGADRIVE

BLASTER MASTER II 56

DRACULA 60
Blood curdling cries came from the games room with this one. We were all corpsed when we saw Dracula. Our review reveals all.

EXCLUSIVE!
WIZ 'N' LIZ 64
Pygnosis' odd mix of rabbit-coursing and magic vegetables is covered in three bizarre review pages.

EXCLUSIVE!
GUNSTAR HEROES 68
The first REVIEW of this incandescent shoot 'em up from Treasure. Shoot 'em up fans should don protective underwear before reading this review!

▼ Meal time macabre malarkey on page 76.

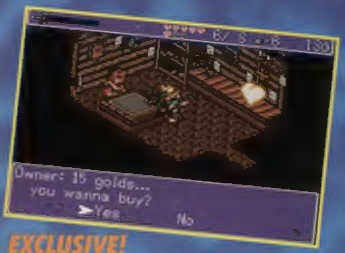
WIMBLEDON 72
Only two months after the tourney, ho hum. Another tennis game on the Megadrive, and the crew are a getting a bit miffed with all the green skid-marks of late.

PUGGSY 78
CHUCK ROCK II 84

▲ Dinosaur chiropody antics on page 84.

AEROBIZ 88
After continuous playing on this intense airline sim, Paul's been asking the crew if they want coffee, tea or a plumped up pillow.

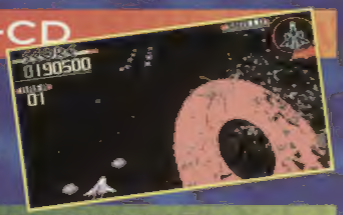
SUPER 2020 BASEBALL 92
F-15 94
EXCLUSIVE!
HAUNTING 96
Clanking, wailing, gnashing of teeth — the staff writers complaining about working conditions. But no one had a problem reviewing EA's ghastly gem.



EXCLUSIVE!
LANDSTALKER 102
A truly breathtaking and vast adventure, and MEAN MACHINES is proud to print the World Exclusive review of the English language version.

CONTENTS

MEGA-CD



EXCLUSIVE!

SILPHEED 48
Everybody's been waiting for this VR space epic. It has been worth it, as our eye-popping review shows.

MASTER SYSTEM

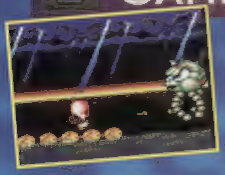
POWER STRIKE II 76
There's life in the old girl yet — and some! Cracking shooter action from Compile awaits.

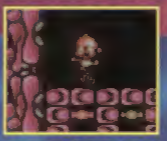
THE FLASH 82

SUPER OFF-ROAD 90

▲ Fun-sized PWD frolics for you on page 90

GAME GEAR





EXCLUSIVE!

SON OF CHUCK 52
The handheld version of Core's super-slick sequel, and no less impressive than the 16-bit.

REGULARS

EDITORIAL 6
Rich's bit, and we 'indulge ourselves' with those personality profiles you love to read.

NEWS 10
How do we get it? Well, Lucy sits like Lieutenant Uhuru with an ear-piece, picking up Sega news and gossip on the galactic channel.

MEAN YOB 28
Truly a man of letters, Yob wades through more of your simian 'correspondence'.

JAZZA'S Q+A 32
How he gets his answers we'll never know. But he's always here offering his services to readers in distress.

PAUL'S TIPS 34
Davies sorts out his smalls, and vainly tries to construct gags around lists of pass codes. Rather him than me.

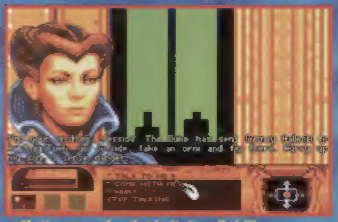
REGIONAL SPOTLIGHT 107
The spotlight once more falls upon the regions, hence the name.

MEGAMART 100
I believe that signed pictures of the team are getting high prices on the Megamart (chin!).

NEXT MONTH 121
Not so much an after-thought as written on the back of an envelope, but then so was Mel and Kim's meister-work, 'Respectable'.

FEATURES

DUNE II 18
The Dune sci-fi novels by Frank Herbert have inspired films, artwork and computer games. Lucy Hickman takes a look at the development of the new Megadrive and Mega-CD games by Virgin.



▲ That's your mother that is. No it really is!!!

PREVIEWS

SONIC CD 22

ASTERIX 110

SYLVESTER & TWEETY 111

ROLLING THUNDER 3 112

BLADES OF VENGEANCE 114

JAMES POND III 116

PINK PANTHER 117

HOCKEY '94 118

▲ Oh no, not another ice hockey game!

EDIT

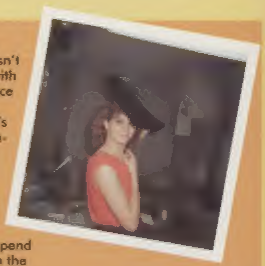
Crikey flip. There's quite a bit of copy in my editorial file this month so I won't muck about. Basically, it appears that the industry has listened to our cries for more original software... sort of.

This month, there are some excellent game out there, including original stuff like Dune: Battle for Arrakis, Landstalker and of course, Haunting. However, in the previews section, things look dire: of the eight previews we've secured this month, SEVEN of them are platform games!

Software houses have got to get it together. People just AREN'T going to buy rehashes of games they've already got! It's common sense, surely... I could go on, but, aieee! I've run out of space! Byeeeee.

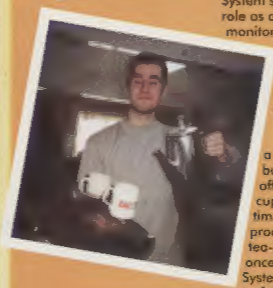
RICH LEADBETTER

A DAY IN THE LIFE OF... THE MASTER SYSTEM



When the office Master System isn't wowing us all with the likes of Space Gun and Pitfighter, Sega's premier 8-bit console is up for all manner of different usages in the Mean Machines 'environs'. We thought you might want to spend a potted Day in the Life of the Master System, surely claimant of the epithet 'Most Versatile Games Console'.

10am: As warm sunlight floods into our humble domain, the Master System serves its important role as air conditioning monitor. Truly, who would have thought the humble Z80 could regulate an entire office's climate control.



11am: Time for a quick elevenses, but all the staff in the office makes lifting cups a firesome (and time-consuming) process for the unlucky tea-boy. However, once again the Master System steps in as a useful labour-saving device. Just see the smile of Gus as he does his rounds. Sticky bun? Mmm, yes!

1pm: By midday the office is well into the work routine, but the Master System's still at the thick of it. Here's a sneaky peak of Andy flicking through the letter filing system he devised. Amazingly the cartridge slot can hold UK and EC letters, in various sized envelopes.

5pm: Finally, as the day winds down, Lucy is preparing for some Industry soiree, and the Master System once again solves the brief problem of what to wear. La Hickman can attend her function, with the perfect head accessory: at once functional and eye-catching, with that stylish dash of the Avant Garde the 8-bit wonder provides.

And of course, we do like to occasionally sit down with some brilliant games like Powerstrike II, Land of Illusion, Master of Darkness and many more. Hip hip for the Master System!

WHODUNNIT

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SPECIAL THANKS TO: High praise is indeed owed to those wonderful lads down at the imaginatively-titled Video Games Centre in Bournemouth. Not only are they the purveyors of high-quality game-related products, but they're all damned handsome too. Allegedly. Anyway, they can be contacted via the following number: 0202 527314. Ask for Martin and tell him we sent you and I bet he'll give you absolutely no discount whatsoever.

OBSCURE GLASWEGIAN COLLOQUIALLISMS No. 1
"FORTY DEEFIES"
Apparently the caledonian version of that great schoolyard staple, "Chinny Reckon". To be accompanied by a kind of saluting movement. For example...
Jock: "Och aye, I just saw Robbie from 'Take That' doon oor chippy."
Wullie (whilst performing a few salutes): "Och, forty deefies, er, the noo!"
Please note that the above is only an approximation of a true Glaswegian dialect and in no way is meant to offend any native Scots. Much.

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COMPETITION RULES
EMAP IMAGES staff and their families, friends and people they met in Benidorm are ineligible for any competitions that Mean Machines Sega runs. However, large cash sums in unregistered, unmarked notes deposited in our Swiss bank account would probably ensure you a Mean Machines T-Shirt. Probably.

THE LAST GASP
Hello, Andy here. You may have noticed recently the reappearance of our occasional contributor and proffessional scholar, Rob Bright. Well I don't know about the rest of the team but I'd like to thank him for all the hard work he's put in over the last few weeks. I really would. (And so would I — Rich).

TORIAL

This [illegible] to find out the mottos and proverbs [illegible] their lives.

JULIAN 'HEY KID' RIGNALL

The Big Cheese lets out a [illegible] of his beliefs. "In the good [illegible] credit." He then shuffled off smoking a cigar the size of a giant Redwood tree to go about his daily executive duties: ruffling the hair of the office [illegible]
[illegible]

RICHARD 'GET STUFFED' LEADBETTER

[illegible] Rich reaches the conclusion that "You cannot kill what doesn't live." He always uses this argument when presented with the ethical implications of his hobby [illegible] 32 perfectly stuffed and utterly dead people which he keeps in his spacious conservatory. Always the [illegible] ing out how much stuffing he might need.
CURRENT FAVE GAMES: Street Fighter II Turbo, [illegible]

LUCY 'BASIC INSTINCT' HICKMAN

Pausing suggestively, Lucy [illegible] on it" Lucy spends her spare time writing crime stories [inevitably involving a [illegible] has a habit of undressing in front of the office window, much to the bemusement of passers-by. Perhaps her most interesting hobby though is appearing in films that masquerade as crime thrillers but are in fact hugely naff, plotless sub-[illegible]
[illegible]

OZ 'MR FLUFF' BROWNE

That cheeky cockney chappy Oz has a typically fluffy reply regarding his personal [illegible] he asserts. We were unable to talk to his flip-side personality 'Zo', but can report that Oz (or Zo rather) was seen later tying rabbits to railway lines and hunting down stray dogs for ritual sacrifice.
[illegible] Streets of Rage II probably

ANDY 'MUCK AN' BRASS' MCVITTIE

[illegible] brows, Andy musters together all of his northern pride to offer this little gem of truth: "There's many a slip twixt cup and lip." Naturally we're confused [illegible] informs us that roughly translated it means never take anything for granted because things can always go wrong. Insulted at this "[illegible] southern example of cultural [illegible]" Andy decides to calm himself down by getting into his mining overalls, coating himself in soot and standing in the lift under the [illegible].
CURRENT FAVE GAMES: Rocket Knight Adventures, Gunstar Heroes

ANGUS 'WATCH YOUR BACK' SWAN

It was with a healthy degree of apprehension that Gus was asked for the guiding principle in his life. At first he only offered a few growls in reply, but after a fresh measure of the 'Highland hard juice' he roared "GET THEM BEFORE THEY GET YOU!" He then stumbled off to the games room offering fisticuffs to anything that took on a vague human shape.
[illegible]

PAUL 'THE SHEPHERD' DAVIES

Smiling sensitively Paul [illegible] others as you would have done to yourself." This inspires tremendous fear in the office however, with everybody in terror of the day Paul arrives with whips, leather and sheep. Before we have a chance to proposition him on this worry though, he has swept out of the office mumbling "Praise the Lord", as he goes to spend his lunch time selling Gideon bibles on Oxford Street.
CURRENT FAVE GAMES: Rocket Knight Adventures, Zombies Ate My Neighbours.

TOM 'GREED IS GOOD' COX

Irritated at having been asked a question while going about the fanatical business of climbing the corporate ladder, Tom offers the proverb, "Never Say Die!". Renowned for his needlessly aggressive phone calls which always involve him saying "Just give me 24 hours!" and then slamming down the receiver, Tom also refuses to go to lunch, preferring to jog about the office for an hour. When the day ends Tom simply loosens his tie, unbuttons his shirt and waits on the office steps for a limo that never turns up.
[illegible]

RADION AUTOMATIC

[illegible] a little home-spun philosophy there is no hesitation: "Live fast, die old, rich, happy and successful! - I think I've already got dying old in the bag!" he adds. In Rad's case live fast means [illegible] ly on a diet of fast food, dying old is making it through the next week, being rich is paying off Mr. Big before he gets his legs broken and attaining success is his very own shed in East Putney. Still, he's happy bless him!
CURRENT FAVE GAMES: GUNSTAR HEROES, [illegible] TURES

ALEX

What else can we say about Alex but 'Copy cop copy copy!!!'

YOUR STARS
By Mystic Malcolm

AQUARIUS *(Jan 20 - Feb 18):*
You are very likely to feel like eating at some time today. Don't hesitate by dwelling on the possible consequences for too long, just go for it and eat - the rewards could be considerable.

PISCES *(Feb 19 - Mar 20):*
The keyword for Pisceans this week is 'breathing'. It is important that you maintain a firm commitment to breathing throughout the week. If you don't, a tremendous struggle lies ahead.

ARIES *(Mar 21 - Apr 20):*
Today is not a good day to severe your spinal cord. Instead, think about making a million pounds. If you succeed, the rewards could be in the region of a million pounds!

TAURUS *(Apr 21 - May 20):*
You feel mentally and physically very human. Prepare for a day that is likely to be full of events. Embrace them, enjoy them and look forward to more days like this because there are more events around the corner.

GEMINI *(May 21 - June 20):*
Avoid setting your next door neighbour's dog on fire today. Relations are already very tense and this will only contribute to the animosity existing between you.

CANCER *(June 21 - July 20):*
A definite 'wear your pants on your head' day for all you crabs! Should you follow this advice, look forward to lots of turning heads because today you're the one that stands out from the crowd.

LEO *(July 21 - Aug 21):*
It is definitely time to decide whether you live on a purely existential level, permeate the unconscious via transcendent divinity, or experience life as an entity whose spiritual survival depends on universal predestination.

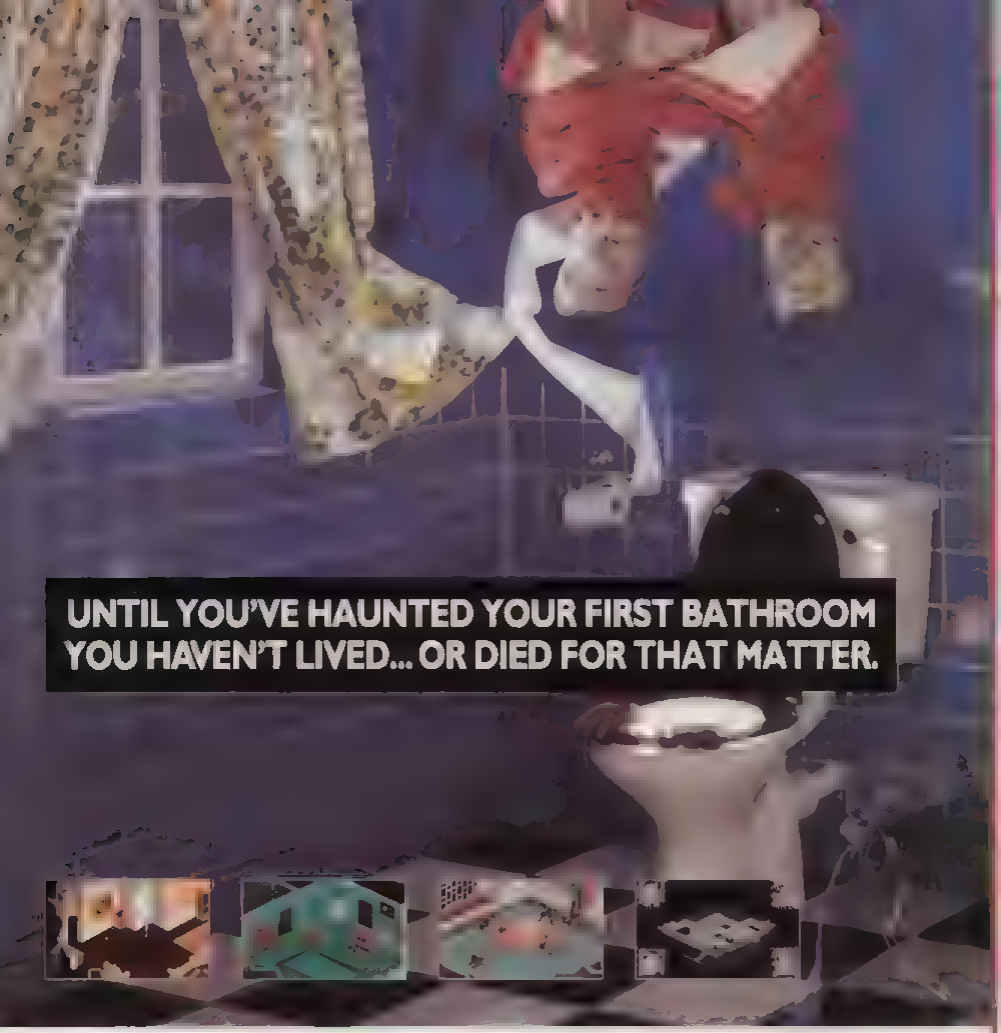
VIRGO *(Aug 22 - Sept 22):*
For some virgos it will be a very busy day, for others not busy at all, and there will be those who fall somewhere between the two. Which ever you are, try and enjoy it.

LIBRA *(Sept 23 - Oct 22):*
You are very likely to bump into an old friend today who will renew an old enthusiasm and reintroduce you to aspects of your life you've forgotten about. If you don't see them today, you will definitely probably see them within the next five years.

SCORPIO *(Oct 23 - Nov 22):*
The advice to Scorpios is simple: don't take control of maximum security military headquarters and, once there, don't figure out the release codes that set off all of the nuclear weapons. If you do, nothing positive is likely to come of it.

SAGITTARIUS *(Nov 23 - Dec 20):*
An interesting experience for Sagittarians today would be to walk into a DIY store smoking a huge cigar, quickly construct a complicated set of shelves and as people stare in wonder just say "I love it when a plan comes together!". You might make some refreshing friends!

CAPRICORN *(Dec 21 - Jan 19):*
You feel trapped and suffocated. Wherever you go, you legs seem to follow. Don't despair. Just remember that you do need your legs, and try and concentrate on the positive aspects of your relationship with them.



Revenge is sweet so they say And what could be sweeter than to return from beyond the grave to haunt the those who responsible for your sad and untimely demise - the evil Sardini family

As the inimitable Polterguy, you can activate up to 400 supernatural fright items

ELECTRO

to drive the four Sardinis from each of their palatial mansions, wide-eyed, white haired and witless.

However to achieve your ghoul (sorry, goal) take extra care you have sufficient supplies of vital ectoplasm, or you're dead... well deader.

And beware, 'cos you won't have it all your own way - not with the evil Ectobeasts out to make your after-life a misery.

If you "possess" relentless cunning, the kind of courage that comes naturally (or supernaturally) with being dead already and a disgusting sense of humour... this is the game for you.

If not, you wouldn't stand a ghost of a chance.

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▲ First pictures of Megadrive Street Fighter in Turbo Hyper Fighting mode!

NEWS

WE GET IN THE OFFICIAL STREETFIGHTER II!

After months of enduring agonising impatience, waiting for the phenomena that is Street Fighter II on the Megadrive to materialise in the office, the wait is finally over. There's been quite a few features containing preview pictures of this game hitting the various Sega mags of late and even a supposed 'review', but all these were based on a half-finished 16-Meg cart. We chose instead to wait for the finished version.

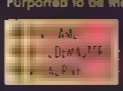
And that wait has paid off because next month we're going to be bringing you the full, official and completely EXCLUSIVE review — probably the biggest you've ever seen. In the meantime, have a bit of a drool over our pics and, if you've got any sense, you'll tune in next month for the full gen on the biggest game of the year. Don't forget that this is the Special Champion Edition which features both Turbo and Championship editions so it's something pretty special. Mortal Kombat, eat yer heart out!

▲ The sumo press: only in Turbo edition!

▼ Look Hyper Asterisk is a different speed setting!

COSMIC RELIEF

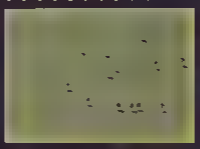
For a bit of faaa-r out entertainment on your Megadrive, it may be wise to turn your attention to the Cosmic Spacehead — weirdo extraordinaire and Codemasters' brand new superhero. Purported to be the first alien tourist, Cosmic hails from the planet Linestown out to shoot some good holiday snaps of Earth. According to the press release, this arcade adventure has graphics reflecting the 'wild stylised cartoons of the 1950s' (whatever that means) and on its journey to earth takes the player through astro-car racing, robot attacks and asteroid fields. Interesting stuff. Further details as and when.

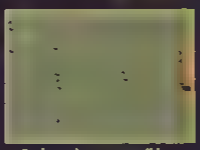


SENSI AND SENSIBILITY

- NEW GAME
- BY MACSOFT
- MEGADRIVE

The most successful footy game in computer history, Sensible Soccer, is on its way soon to a Megadrive near you and it's looking a treat. Programmed by Sensible Software, it's looking very close to the Amiga version, and although the pitch may look quite simple, the original Sensible game was praised for its amazing feel and depth of play. Faithfulness of the conversion extends to the funny team names on the custom team menus, although some of Sensible's naughtier ideas had to be toned down it's rumoured. The finished product is not far off.





▲ Perhaps the most sensible footy sim ever...

YOU PUNCH LIKE A SISSY

- NEW GAME
- BY SONY IMAGESOFT
- MEGADRIVE

Currently "wowing" the audiences in the cinemas across the country, Sylvester Stallone's Cliffhanger movie is one of the best films of the year. "Sly" plays hard man Gabe, racked with guilt when he fails to save his best mate's girlfriend on a mountain expedition. But then terrorists crash-land on the mountainside and only Gabe can use his cliffhanging skills to destroy the evil menace and save his girlfriend... huzzah!

Sony Imagesoft have been beavering away at the console conversions of the smash movie. The result, as you can see from the screenshots, looks most intriguing. Rich saw a work-in-progress version at the CES show in Chicago and came away most underwhelmed. However, it's bound to be better by the time we get it in for review. Look out for it in a future issue of this very magazine.

ASCII YER FATHER

- PERIPHERAL
- BY ASCII
- MEGADRIVE

Oh spoky-here at this brand new controller from Ascii ware. It's called the AscciPad MD, it has independent turbo control, a slow motion feature, a hands-free auto turbo that allows you to fire without pressing a button (although what the point of that is, I don't know) and a shiny new box. Good eh?

VIRTUA-LLY EXCELLENT!

● NEW GAME
● BY SEGA
● MEGADRIVE

Work continues apace on the Megadrive coin-op conversion of the decade, Virtua Racing. The arcade game was one of the most popular games of 1992, boasting all-new technology capable of putting over 16,000 polygons on-screen with a palette of over 16.7 million colours.

Obviously the Megadrive isn't capable of anything quite as spectacular but as you can see from our exclusive Megadrive Virtua screenshots, the game is looking hot. The game is the BIGGEST cart ever devised by Sega. The code is stored on a 16-meg cart with a battery backup that enables players to save their best times.

Of course, the real star of the Virtua Racing cart is the fabled DSP (Digital Signal Processor) chip. This is a super-fast polygon generator chip that outspecs the Super NES' Super FX chip. The Super FX chip is based on 8-bit technology and significantly reduces the Super NES's palette down to only 16 colours on-screen. The DSP has no such problems, allowing 64 colours on-screen simultaneously.

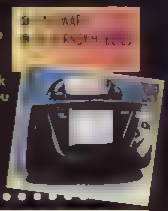
The question is, how fast is it? According to sources within Sega who saw the game in action behind the scenes at the CES show, it's super-smooth and the 3D is astounding to see in motion. Apparently, the graphics could've been even more detailed but Sega chose to go for the speed instead.

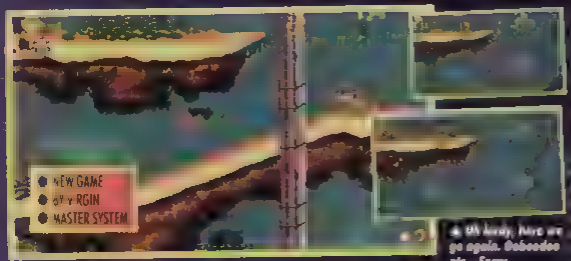
Virtua Racing is only 25% complete at the moment, with only the beginner level tracks incorporated. There's loads more to go in, which we will be exclusively revealing over the next few months.

RUB YER GEAR

Coming soon to a Game Gear near you is the cheatster's fave tool the Game Genie.

The widget fits into the game slot, a code screen appears and, using one of dozens of codes in the handy little book packaged with the Genie, you can choose to make the game harder or easier with more or less lives, energy etc. The Genie will be out January costing £24.99.





● NEW GAME
● BY VIRGIN
● MASTER SYSTEM

▲ Oh lordy, here we go again. Subcodes etc... Sorry.

KING OF THE JUNGLE

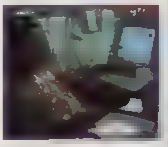
You've already partaken in the Virgin Games Megadrive experience that is Aladdin. Book with our exclusive look last month, well now 8-bit owners take a [illegible] at these Master System shots. Enjoy...

As one of the hottest licences of the year, the Disney/Virgin version of Jungle Book is based closely on the film — covering the antics of young Mowgli the man-cub and his wacky mates like Baloo the Bear. As you can see from these EXCLUSIVE screenshots it's well on the way to being a cracker but we'll bring you all the gen on it way before its release at Christmas.

HAVE A TEE ON US!

● NEW GAME
● BY VIRGIN
● LONDON

The fashion world is being taken by storm by amazing fractal design T-shirts. Actually, the guys who designed them are mates of Dave Kelsall and they wanted a free plug. But we love them just the same! If you'd like one, send a postcard to FRAC PACK at our usual address. We'll pick a selection of winners, based on the skill factor of their begging letter!



▲ Not his finest pose from Double Dragon but in human form!

DOUBLE CALIFORNIA WITH DRAGONS

Nothing cheers MEAN MACHINES staff up more than a freebie. Lucy was therefore most chuffed when film company, Imperial, who gave Jean Claude Van Damme his break in the movie biz, flew her over to sunny California to [illegible] Dragon: The Movie.

The film is based on the classic coin-op. Apparently, the movie-makers are currently talking to several games companies about flogging the licence to convert Double Dragon: The Movie onto console (including Megadrive).

The movie, which should hit the UK next summer, stars Mr T2 bod guy, Robert Patrick as arch-villain Koga Shoka who takes over LA after an apocalyptic earthquake all but destroys the city.

Real life martial arts expert, Mark Dacascos, plays good guy Jimmy Lee and Tom Cruise look-alike, Scott Wolf his brother Billy. Marion is portrayed by Alyssa Milano as a tough vigilante. The plot revolves around the trio desperately trying to knock Shoka off his self-imposed throne.

Lucy spoke to all the stars as well as the director, the producer, the special effects guys (and boy, are the effects in this film special) and quite possibly the tea-boy and will give you a full run down in a special feature next month.

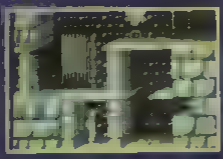
RITZ

NOW RENT GAMES

£3.50 FOR 3 EVENINGS RENTAL ON ALL GAMES.

RIGHT ROYAL RUMBLE

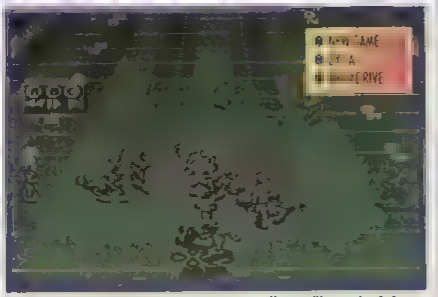
The last console bastion to resist Prince of Persia, the Megadrive, is set for a version of its own. Jordan Mechner's epic platform puzzler is one of the most widely converted games of all time! MEAN MACHINES SEGA has already passed favourable judgments on Game Gear and Mega CD versions in previous issues. Now feast your eyes on these delectable Megadrive shots! As the lover of the Persian Princess, the player must plough through a dozen labyrinthian levels of platforms, pits, traps and fanatical guards. All in defiance of the evil sorcerer Jaffar, who never quite came to terms with being named after an orange. Domark are working feverishly to incorporate the fabulous animation that's a trademark of POP, as well as recreate the atmosphere. Their efforts should hit the streets around Christmas.



MASTIR OF COOL

Following his massive success on the Megadrive, Sir Zit-face — the Cool Spot himself, is making a guest appearance on Game Gear and Master System.

[illegible] his nefarious villainy, Wild Wicked Willy [illegible] action across loads of puzzle-packed levels on a quest to rescue his pus-ridden mates. As you can see from these screenshots it's looking pretty ace, well, cool really. Tune in next month for more details.



▲ *Tell you what, it's a bit of a selfies game really. Not like our Rugby!*

EA IN REPEATING SHOCK

You all remember John Madden don't you? And Madden '92? And Madden '93? Well, not trying to stretch out a successful formula to make another quick buck at all, Electronic Arts are releasing a surprise new product for next year. Yup, you guessed it, it's Madden '94 for the Megadrive!

But before you start groaning listen up. EA have come up with a completely new engine for the mega game and claim it's going to be completely different to, and much better than, the previous three. It'll also have the bonus of the EA 4-Way-Play so that four people at once can battle it out the American way. We'll tell you more about the game as soon as we know anything

WORLDS APART

MEAN MACHINES attended the opening of Sega's posh new amusement arcade (sorry Fam ly Entertainment Centre) in Bournemouth last month. It's the first of many planned across the country, with Sega aiming to make arcades brighter, cleaner and safer places, while offering their most interesting coin-op machines.

Bournemouth boasts two of the gyroscopic R360 machines, a brand new Outrunners racing game and the skill eight-player tourney version of Virtua Racing. The new AS-1 interactive simulator ride will get its British premiere at Bournemouth. The centre also has a shop, Burger King, ten-pin bowling and karaoke facilities. Sega say they have some surprising sites lined up as future centres including a posh London store

ODDS 'N' SODS

Live '93 will be the largest ever Consumer Electronics Show in Britain and although most of the products on show aren't directly game-related, we've picked out some of the things that might interest the average MEAN MACHINES reader, with a few hundred pounds to spare.

The big thing at the moment is Home Cinema. There are two ways of setting up an impressive platform for playing your games machines. Either buy a new telly with built in Surround Sound, or splash out on a massive hi-definition screen and buy THX compatible speakers separately. The THX system is the standard of digital sound in large cinemas, and companies are now claiming it's arrived in the home. Plenty of exhibitors at the show, including Harman, Hitachi, Toshiba and Goodmans have Home Cinema set ups.

The show offers more affordable innovations too. A company called DHM are unveiling a system which repairs scratched CDs. They have a Mega-CD repair kit ready to market, as the system works on both music and data CDs.

Other small objects of wonder are a pair of sunglasses which let you watch TV 'while you live the rest of your life' by showing the picture in the bottom half. Constant daytime TV — what a lovely thought!

Since everybody's stereo and video does much the same thing, exhibitors will be trying to wow and woo customers with lots of little enhancements, like Amstrad's new video which records on if your timed programme is running late! The keyword is 'interactive' with videophones, digital notepads and recordable mini-discs all on show. Get round for a look if you

GUNNING FOR YA!

It's whirling blades and shooting action ahoy in US Gold's new Megadrive offering — Gunship. Oh, and it's got some guns and things in it too. And some nasty men to shoot at and... and... that's about it really. Full review coming soon.

▲ *Guns 'n' stuff to kill. What more could you ask for?*

Micro Machines

take your
SEGA
for a
mega drive

Codemasters™

HEAD-SCRATCHINGLY GOOD!

Puzzle freaks prepare for a veritable feast in the near future as two hot Japanese titles are making [illegible] noises as we [illegible] Sonic's [illegible]

Columns III [illegible] Mean Machine [illegible] to Columns and [illegible] blobs drop- [illegible] screen which you [illegible] his screen with a transparent bean which increases his bean numbers considerably (presumably with such an excess of beans he immediately becomes incapacitated with wind and you win). The game has been (quietly?) out in Japan for ages under the peculiar name of Puyo-Puyo where it topped the [illegible] for several months.

Columns III (whatever happened to Columns (II)) doesn't need much introduction — similar to the last one but with some neat twists like jewels [illegible] on the screen, compatibility with the Sega Tap and a rock-paper-scissors match using hammer and pans as weapons. Catch us soon for full reviews.

ACTION A LA ARNIE

▲ Arnie: To be or not to be?

We told you a couple of months ago that Sony has got the Sega rights to Schwarzenegger's latest movie, 'The Last Action Hero. The film, which [illegible] rather crap sort of way, starred Arnie as Jack Slater, a snot-nosed brat as his snot-nosed brat sidekick and featured in cameo roles Sharon Stone and the T1000 from T2, Robert Patrick. It has an action-packed plot-line, which makes it ripe for the sideways scrolling design planned for it. The question is, is it any good? Well, we won't pass comment at present, judge for yourselves and we'll give you the low down soon.

PIGS MIGHT FLY

● HARDWARE
● ALL FORMATS

Rumour tells of a console due for release in the states that plays Super NES, Megadrive Master System and NES games. The Action Gamesmaster is apparently a 16 Bit colour portable with a four inch colour screen. A Sega spokesman said "These machines are not official Sega products and whoever is producing them is breaching both Nintendo and Sega's copyright and would be subject to litigation from both companies in this country."

GET SOME STICK

Following the release of Mutant League Football, EA are now twisting ice hockey round to their weird way of thinking with the creation of Mutant League Hockey.

Futuristic creatures, trolls, aliens, robots and super-humans battle it out on the ice in a game which has more twists and turns than a twisty turny thing. There are booby-trapped ice rinks, crowd interaction, axes, sledgehammers and chainsaws to resort to should the opposition become too good. Watch out for further updates.

BOTTOM-BURSTINGLY BIG BUBSY BASH

WIN A MEGADRIVE AND A WHOPPING PILE OF GOODIES!

So chuffed are those very nice lads and lasses at Accolade at the release of their latest Megadrive hero, Bubsy, that they've dug deep into those limitless coffers [illegible] up with some rather spiffy prizes for you lot. [illegible] you've all heard about Bubsy already — he's a rather cool cat and star of their latest platformer in which he dies in a number of nifty animated ways [illegible] at the game, [illegible] at high speed, collecting balls and [illegible] So taken with him are the yanks [illegible] in a new half-hour cartoon aptly named — Bubsy Bobcat.

Up for grabs for anyone in need is a shiny new [illegible], five Bubsy goody bags packed with [illegible] T-shirt, baseball cap and mugs and [illegible] gift vouchers. To get yer mauleys on [illegible] game just answer the three questions below, scribble the answers on a postcard and send them in to: BUBSYING UP AND DOWN LIKE THIS COMPO, Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU.

1. [illegible]
2. [illegible]
3. [illegible]

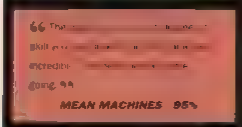
▲ Why it's that lovable Bobcat again...

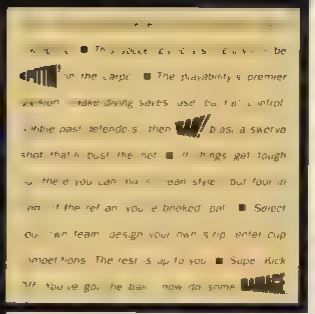
united states of america 0

england 57

SEGA™

and you scored them all





MEAN MACHINES 95%

AVAILABLE ON MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

U.S. GOLD

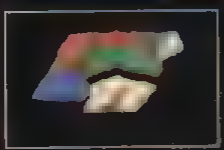
WORK IN PROGRESS

DUNE

The Battle for Arrakis

PROJECT	DUNE: THE BATTLE FOR ARRAKIS
FORMAT	MEGA DRIVE
PUBLISHER	VIRGIN GAMES
INITIATED	APRIL 1993
RELEASE	FEBRUARY 1994

Based on Frank Herbert's weird book series, Dune: The Battle For Arrakis, is one of the most addictive games this office has seen for ages. Lucy Hickman romped over to Virgin Games to get a bit of spice in her life...

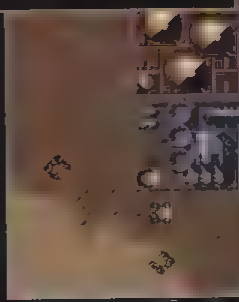


▲ That's Sand Al

▲ Look out for oil-stricken wildlife.

"He who holds the spice holds the secret of the universe..." or something along those lines. This is the basis of the Dune series and also the theme of the new Megadrive game from Virgin Games. The main quest in this 8-Meg strategy/action bash is to collect spice, which is the only form of currency and the source of all the player's buildings, armoury and strength.

The game is being programmed in America by the same development team who created Kyrandia and Eye of the Beholder on the PC — this is their first Megadrive product and



▲ See the third house on the bottom left? That's Nick's house. Scruffy isn't it?

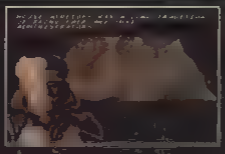
from what we've seen so far, they're pretty much on the right lines.

Arrakis, also known as Dune, is the only planet in the futuristic universe where the mystical spice — the most powerful substance ever — grows and the player's aim over nine levels, as one of three houses — Ordos, Harkonnen or Atreides — is to seize as many territories from the two opposing houses, by fair means or foul.

The programmer and four graphic artists at Virgin's £10 million Westwood Studios in California, loosely based the game on the Dune series and off the back of the PC version but have added another house (Ordos) for more variety. British producer, Matthew Spall reckons Dune II is definitely a winner: "This game is incredibly addictive although it's difficult to qualify what it is about it that is so good — I suppose it's the feeling of being a god it gives you," he said.

"It's quite similar to Megalomania and Populous but in this game you can control so much — everything that's yours on the screen in fact." He said when the Megadrive gets to the point when it can't take any more due to memory restrictions, this is cleverly got round by the computer automatically telling the player that there are already enough weapons on the screen.

"The game is easy to pick up and takes absolutely ages to finish — I've been playing it eight hours a day for over a week and I still haven't finished it as all the different houses," he added.



Well, do you, punk?

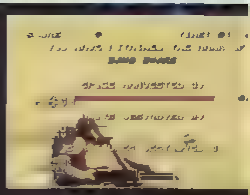
Little man gather to discuss the weaknesses of [illegible] pics like this...

WHAT YOU GOT?

The player starts off by choosing from one of the three houses — Atreides are the good guys and hence have the least weapons (making the player's job much harder), the Harkonnens are the bad guys, have the most powerful weapons and are the best ones for new players to learn the game with. The Ordos are fair to middling and have middle of the range weapons.

EYE OF THE BEHOLDER

The programming team of Dune:The Battle For Arrakis has never created a Megadrive game before but it's worth mentioning that one of its PC titles, — Eye of the Beholder — was a ground-breaking role playing game viewed at a 3D angle and with utterly great graphics and amazing atmosphere.

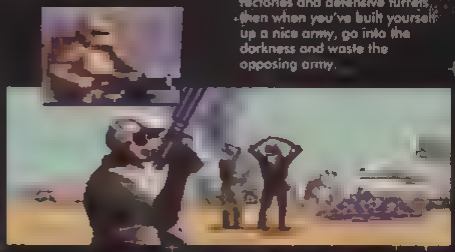


You old Sand Snake you...

TAKE AIM, FIRE!

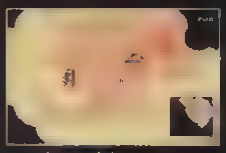
Each house has its own personal Mentat who offers advice (or dressing downs if you mess up). After his first words of wisdom, you start off the game with just a command centre and 950 spice credits.

The aim of the game is to harvest spice to build up your credits to a certain level, use some of the spice to erect buildings such as power stations, gun factories and defensive turrets, then when you've built yourself up a nice army, go into the darkness and waste the opposing army.

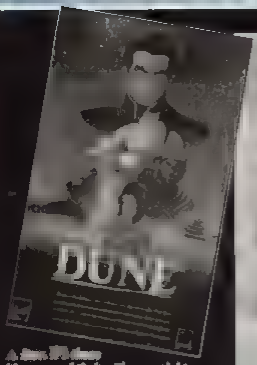


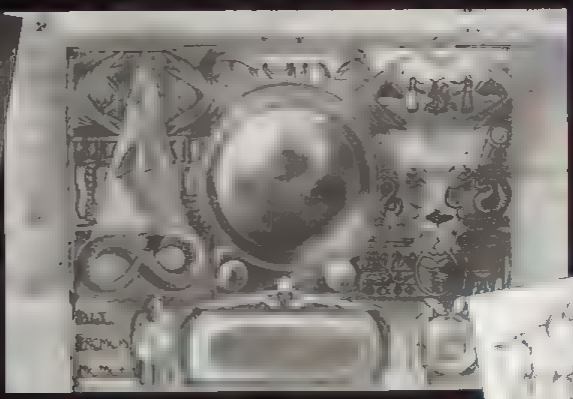
SIZE IS IMPORTANT

Since you only have a set number of weapons at any one time, it pays to learn the range of all the different defence vehicles and learn where to place them. The rocket launcher, for example, has a long range but can't cope with nearby danger whereas the siege tank is good at medium range. Some of the cheaper vehicles such as the trikes are pretty fast but can't dish out or take heavy fire power.



Sandworm pulse!





DUNE CD WORK IN PROGRESS

PROJECT	DUNE CD
FORMAT	CD
PUBLISHER	VIRGIN GAMES
RELEASED	APRIL 1993
RELEASE	FEBRUARY 1994

Frank Herbert created a science fiction masterpiece in the guise of his epic book, Dune.

The book revolved around the powerful narcotic, the spice melange, which is only produced on one planet in the universe — Arrakis, otherwise known as Dune. The Atreides family have arrived on Dune to take charge of spice production for the emperor, who rather sneakily has allowed arch-rivals, the Harkonnens to do exactly the same thing...

This Mega-CD translation of Dune originally surfaced on the IBM PC series of computers and has been substantially upgraded from the original to make use of the superior CD power. Examine these pages to see how successful they've been...

DUNE: THE MOVIE

David Lynch (he of Twin Peaks and Blue Velvet fame) created the motion picture version of the Frank Herbert novel. Although the background scenario was faithfully captured, the movie left out massive portions of the book and had laughable special effects... suffice to say, the book is miles better.

DUNE: THE BOOKS

There has been a enormous total of six different Dune novels released so far. Dune (the original) is excellent fodder for sci-fi fans as are the sequels, Dune Messiah and Children of Dune. However, the subsequent follow-ups, God Emperor of Dune, Heretics of Dune and Dune Chapter House were a tad on the poor side, if not a bit pervy!

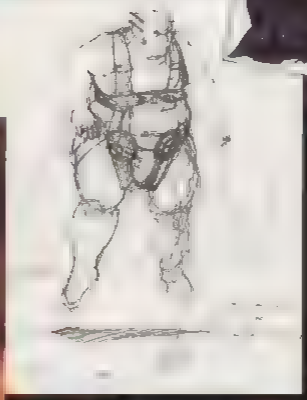
Girl: C'mon Sandworm, lets boogie!
Worm: Sorry, I haven't got any legs, I'm afraid.

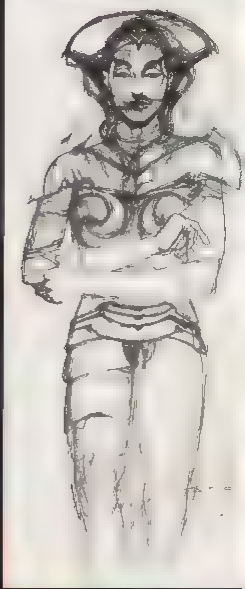
CD ACTION

The impressive Dune CD intro is a full-motion video extravaganza lifted straight from the David Lynch movie. The result is very impressive indeed. However, the game features a full-motion video section that sees you flying over Dune's barren wastes in an "ornithopter". Graphically awesome, each of your destinations are rendered in exceptional 3D.

BASIC GAME ACTION

The basic game itself is extremely ambitious. It combines the arcade adventure aspects of the likes of Secret of Monkey Island (available on Mega-CD soon) along with a strategy wargame — a kind of simplified version of the excellent Dune: Battle for Arrakis game we've also got hold of for this issue.





▲ *Arrrgh! Woof woof! And all that...*

CHARACTERS TALK

Since Dune is based on CD, Virgin have given each of the characters in the CD game a "voice". Every phrase in the entire game is stored in audio form on the CD. The result is somewhat eerie — the actors appear to have been recorded in an echo chamber!

PREVIEW

Sonic the Hedgehog is BACK in his biggest and most exciting game to date! MEAN MACHINES has been privileged enough to be granted a full — and totally EXCLUSIVE preview of an early version of the game.

There's still a lot of work to do on the game before it can be deemed finished in any sense of the word. For example, Sega haven't even fully fleshed out the actual scenario of the game!

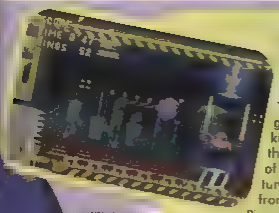
Basically, from what we can gather from the software, Doctor Robotnik is back again (no surprise there), but this time he's managed to create a time machine! Now he's travelled to seven different zones of Sonic's home world, Maebius, and taken control of every zone — in the past, present and the future!

But that's not the end of the Robotnik related capering! The mad doctor has also successfully created an evil robot duplicate of Sonic the Hedgehog! Just how will Sonic defeat Robotnik this time? Read on...

TIME FOR A SHARP EXIT

You'd think that time travel would be a pretty detailed, intense mathematical and engineering exercise... but not for Sonic the Hedgehog! He merely runs into a signpost saying either PAST or FUTURE (depending on his destination) and then uses the Back to the Future method of time travel – simply belt along until the critical time-travel speed is reached!

▲ This 3D racing bit is just amazing!



MUSIC MAESTRO, PLEASE

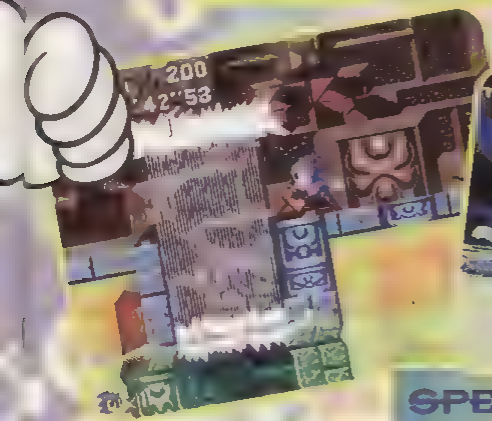
The Japanese music group behind Sonic CD, known only as Miki, are the Far Eastern equivalent of The KLF! Their funky tunes include "inspiration" from the likes of Adamski, Bizarre Inc, Boyz 2 Men, The KLF, Betty Boo, 2 Unlimited (spot the Workaholic rip-off), Miami Sound Machine, Shakattack, Altern 8, T-99 and a lot more besides! The Special Stage music is worth a mention too, copying the lead keyboards of 808 State's Pacific tune note-for-note! There are a grand total of 35 pieces of music (34 accessible from the Mega-CD's control panel) and the vast majority of them are excellent. Yes, they are dance track rip-offs, but they match the on-screen action brilliantly.

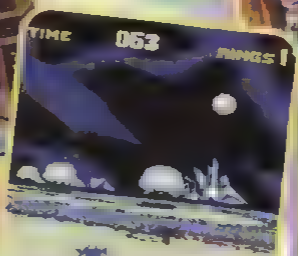
"Not now Sonic, I'm making a phone call..."

SONIC'S PALS

Sonic the Hedgehog II introduced a new pal for Sonic Miles "Tails" Prower. There's no sign of him in Sonic CD but two new characters do make an appearance.

Eeeurgh! It's got girls in it and stuff!





ROSY

Sonic's girlfriend, helpfully pointed out by her delicate shade of pink and the masses of love hearts that issue forth when she and Sonic are in close proximity. Excellent kidnap fodder, especially for Robotnik's latest creation!

SPECIAL ZONE

As all Sonic fans know, the game is truly complete when Sonic has collected all six chaos emeralds. It's no different in Sonic CD — however, the CD Special Zone uses the Mega-CD's special ASIC chip. The result is a course that looks similar to the bottle level in the Super NES game Super Mario Kart! This section is still being programmed as we speak. However, the object is to use the Sonic spin to destroy several modules of Robotnik's time machines. Destroy them all and the chaos emerald is yours.

IT'S JUST A QUESTION OF TIME

It's possible (at least in our preview version of the game) to just speed along to the exit flag on each round and not bother at all with the time travelling. However, by going forward and backwards in time, Sonic gains far more points and changes conditions in the different time zones. For example, in the Palmtree Panic Zone, the present day stage has no wildlife in it whatsoever. Travel back to the past and you can see why: Robo-Sonic's busy enslaving them all! Zap him and return to the present and all the creatures have returned! This part of the game hasn't been extensively programmed at the time of writing, but we dare say that there'll be plenty of puzzles in there involving the different time zones by the time the game's complete.

⚠ There must be a car coming - Sonic's rolled up into a ball!

ROBO-SONIC

Mad Robotnik sought to match fire with fire with this cybernetic replica of the world's fastest hedgehog. He's not as fast as Sonic, but still pretty swift with his jet-propelled torpedo attack. However, he is more powerful. His torso-electrifying move fries Sonic — even if he's in a super spin!

TIME ATTACK!

Sonic CD introduces an all-new Sonic feature — the Time Attack! Here at MEAN MACHINES, we're constantly bombarded with readers 'phoning in with their latest times for each zone. The CD version keeps a track of the best zone times and allows you to replay an individual stage in order to beat your best time! This cheeky level select only allows you to choose worlds that you've conquered in the original game.

PALM TREE PANIC

In the preview version we've seen, this is the only complete zone. It's similar to the Green Hill Zone of Sonic I, but with added features like vertical rampways! Swing your pants to the funky CD tunes. Gloria Estefan... eat your heart out (or something).

TIME ZONES

No more palmtrees in the future! Instead there's a more sombre grey background and "techno-trees". This section has the best music in the game — a classic 2 Unlimited hook meets an 808 State bass and rhythm with some Adamski piano house adding to the rave-tastic cacophony! Excellent stuff. The last stage of Palmtree Panic changes the colour schemes again, with a "brownier" feel along with a slight remix of the theme.

COLLISION CHAOS

The Collision Chaos Zone gives another sneak preview of how the forthcoming Sonic Spinball may turn out. The platform landscape is crammed full of bumpers and flippers, meaning that all your pinball skills — as well as your platform abilities — are required in order to progress.

TIME ZONES

Eighties bódy-popping music assaults the ears as Sonic confronts a drabber, more industrial series of colours in the future zone. The future boss stage sees Sonic battling with Robotnik in a prototype pinball scene that the evil genius would later develop into an entire island in Sonic Spinball! The past scenario has the same basic lay-out, with only a more pleasant graphical face lift separating it from the present day stage. A bizarre panpipe tunes plays throughout this prehistoric stage.

LEVEL PREVIEW

There are seven distinct zones in Sonic the Hedgehog CD — each with three different stages. However, due to the time-travelling nature of the game, it's possible to access four more levels per zone. Stages one and two of each level have special time flags. Collect one of these and you're ready to zoom to either the future or the past of that zone! Level three of each zone is always set in the future.

TIDAL TEMPEST

Robotnik's latest tamperings with the fabric of space/time bring Sonic to the Tidal Tempest Zone. Half the Zone is submerged by the result of an enormous tidal wave. Whilst under water, the screen wobbles uncannily to produce the required subaqua effects. Oooh.

TIME ZONES

The effects of the eponymous Tidal Tempest change little in the effected time zones. The basic lay-out of each stage is exactly the same with only different music and changes in the level of technology evident. The future zone has platforms panelled by hi-tech control controls. In the future zone, Sonic battles Robotnik by pursuing him through a maze into an underwater chamber, where the diabolical madman reveals his latest creation!

▲ It's Sonic Jim, but not as we know him!

QUARTZ QUADRANT

Travel through graphically astounding quartz caverns in the fourth zone of Sonic the Hedgehog CD. This is probably the most attractive stage in the whole game! What's more, the enemy start to get a tad more fearsome, some of them even being impervious to Sonic's spinning attack. Diesel "Popular" eighties band Shakatak are mercilessly ripped off for some of the themes in this zone — their own brand of inoffensive piano hooks combined with some funky backing (including samples from Bizarre Inc's Such a Feeling single).

TIME ZONES

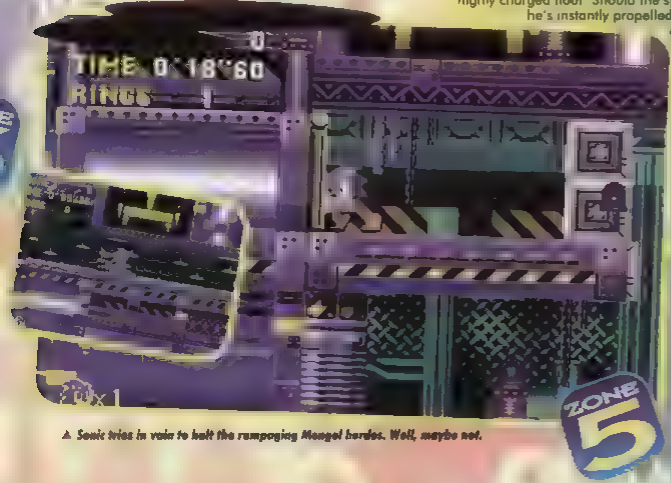
The future quartz zone has been completely mined out by Robotnik's machinery in search of the Chaos Emeralds. Only Sonic can destroy the evil establishment by facing up to Robotnik in his mining control room.

WACKY WORKBENCH

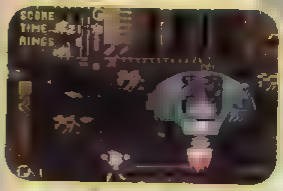
Sonic gets his first form of transport in the game during the Wacky Workbench level of the game. This stage is set inside a massive factory, with a highly charged floor. Should the spikey hero make contact with the ground he's instantly propelled sky-high! Loads of wall-mounted piping enables Sonic to get around each sub-level at sub-sonic speeds! Electrified backdrops tend to make this level a bit trickier at the best of times.

TIME ZONES

At the time of writing, there were no extra time zones for Sonic to find in the Wacky Workbench stage of the game. Only the obligatory level three future zone was present (every third level in the game is set in the future). The music for the future level is a straight Altern-8/T-99 rave rip-off — and why not?



▲ Sonic tries in vain to halt the rampaging Mongol hordes. Well, maybe not.



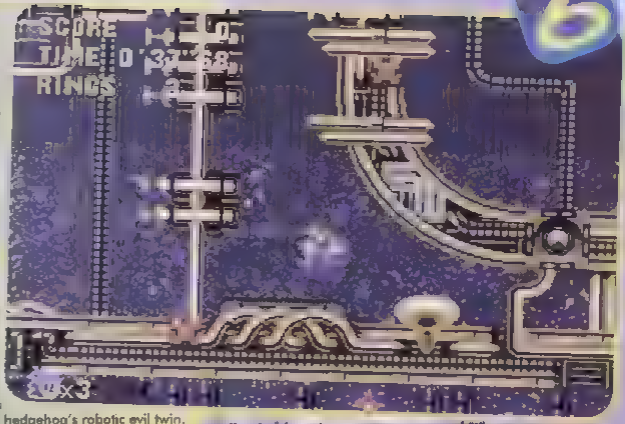
ZONE 6

STARDUST SPEEDWAY

Sonic is transported to the stars, where he takes a ride on a starship that bears an uncanny resemblance to loads of trombones welded together! An incredibly tough level this (at least in our preview version), backed by an incredibly strange piece of music Imagine if you, aspects of Mel and Kim, backing vocals rather like Boyz 2 Men, a seventies backing track along with a Betty Boo sixties guitar break AND the obligatory Shakattack piano lead Horrific eh? Believe it not it actually works!

TIME ZONES

The trombone platforms are replaced by pleasant greenery and classic Roman architecture in the last of the Stardust Speedway with a cocky remix of the amazing present day tune warbling away in the background The level three future zone is the most rock challenge in the game — Sonic is confronted by not only Robotnik (in his chariot with a sudden death ray gun!) but ALSO the heroic hedgehog's robotic evil twin, who has a nasty habit of electrifying himself should Sonic come close!



Your task is to play a convincing version of 'When the Saints go marching in' Oops, fibbing again!

ZONE 7

METALLIC MADNESS

Enter the final zone of Sonic the Hedgehog CD and do battle with Robotnik and his evil cyborg copy of Sonic! Rescue Rosy and save the day. We aren't actually going to give away any of what goes in on this zone — let's just say it's a big surprise

ROBOTNIK RETURNS AGAIN

The bosses seen in Sonic the Hedgehog and Sonic CD are nothing compared to the hardware that Robotnik's got lined up for the plucky young spiky hero in Sonic CD! Check out some of these screen shots depicting some of the massive robots that the mad doctor has designed in order to destroy Sonic

Sonic prepares for the special Cow-birthing level. Oh, you got me again - I'm lying!

HASTA LA VISTA, BABY

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MEAN YOB

Higher up the mountain, greener grows the grass. The more the donkey eats, the more he shows his bottom. Well here we are again, speeding into the banal zone as YOB once again delves deep into the mailbag and prints the best of this month's letters. And yes, these really are the best. If you've got anything to say, no matter what, why not write in? The address is: WHAT DOES JAMES HERRIOT THINK ABOUT WHEN HE'S GOT HIS ARM UP A COW'S BUM MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

YOB DESCRIPTION

Dear YOB
This is a rap made up by my Dad please print it

I wish I was there,
I wish I was there,
I wish I was there,
Under the bear

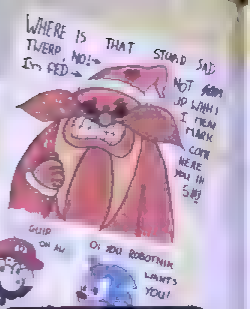
I was sitting there,
What did I see?
A rampaging chicken,
Quack, quack, quack.

I was sat on the settee one day,
My boy Liam came to say,
Stack you're boring
La, la, la,
No I'm not,
I'm so strong
But I'm so cool when I see those chickens
Liam Smith, Doncaster, South Yorks.

YOB:To be honest, I was rather worried about printing this 'rap'. If you ever need evidence to get your father committed to your local Psychiatric Home for the Mentally Disturbed, here it is. But still, I'm only here to help...

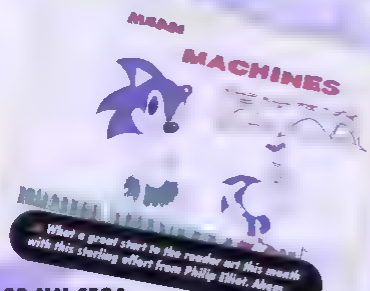
ODD JOB

Dear YOB
This may seem like an odd time to be mentioning Christmas but it's about now that Sega and all the big software houses are preparing for it I should imagine. What is bothering me a bit is just how often Sega will continue to update their systems. I presume they'll step up titles for the Mega-CD and so forth, but the kind of money a lot of the hardware costs means choosing what to buy is tricky. If I bought the Mega-CD at Christmas, how do I know it might not be ancient history six months later? All of this updating and rehashing seems like a bit of a rip off to me. Admittedly the Megadrive is still very popular but the pressure to get the latest systems means you could be likely to find yourself with a games machine that has hardly any software at all, and what it does have isn't that good. Take the Mega-CD for example. It's got plenty of potential but most of the games on it are trash. I hope the desire to make Christmas bucks doesn't mean Sega take their customers for a ride.
Matthew Walters, Southampton
YOB:What are you talking about? I contacted your parents and spoke to them personally about your present problem and they said you've got nothing to worry about - you're getting a tangerine, a lump of coal, a packet of corn plasters, a Master System converter and a lard sandwich. I hope you enjoy them ..


WHERE IS THAT STUPID SAD TWERP NO!= I'm DED
NOT AGAIN SO WHAT I MEAN I MEAN COME HERE YOU !!! SAD
QUICK ON AH
OI YOU ROBOTNIK LEAVE YOU!
Matty lad. Take a holiday. It's clear that you need a rest.

YOB A JOB

Dear YOB
I'd like to offer my condolences to anyone who owns a Master System - it must be awful for you
Mickey Mouse, Cheesetond.
YOB:Yes indeed. Techno-lepers personified..



What a great start to the reader art this month with this sterling effort from Philip Elliot. Ahem.

▲ A colourful job by Mario who reckons our mag is well decent!

JOB CENTRE

Dear YOB
I know you probably get loads of letters about the following subject but I don't think I've ever seen a reply printed. I'm writing to ask about computer journalism, or more specifically console journalism. I am 15 years old so I have still got to do my GCSE's. Should I go on to further education after this? Do you think it is more important to be good at the games or more important to write well? Are there any courses or exams I could take that would improve my chances? Is it really as fun as most people would imagine?
Paul Douglas, Blackburn
YOB:Being able to write is what's most important, so taking subjects that allow you to develop your writing skills are a good idea - English language, literature, history and stuff like that is very helpful. Read books too to increase your vocabulary. When you think you're ready for a job, go to the toilet... er... sorry... scatological mode automatically activated. I mean, when you think you're ready to become a reviewer, write in to the magazine with sample reviews.

▲ It... it's not really very good is it. But thanks to Phil Salisbury anyway.

JOB LOT

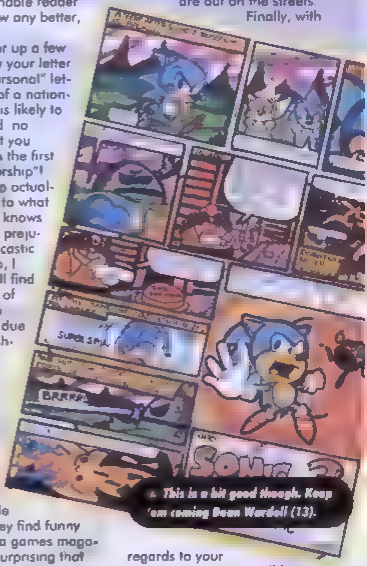
Dear YOB
Please, please, please could you send me a photo of yourself so I can take it to school and have a bloody good laugh at your expense as you are a pathetic person you donkey
From Mark Hamatty and Matthew Sawyer, New Malden, Surrey (aged 11/2 years old, just like how your brain works)
YOB:Some readers, eh? You write in and insult me and then foolishly leave your name and address at the top of your letter. Then you spend the next three months living in fear, waiting for my boys to pull up outside your front door in a yellow Cortina to teach you some respect...

A HARD JOB

To MEAN YOB
I am really excited about opening up next month's MMS (issue 11) and seeing my name. I really hope you print this letter. Right, now, down to serious matters such as sad people who buy (yes, actually buy!) Nintendo stuff. I can't believe that people actually buy SNESs. They have no future! I'm sure you agree that SEGA are totally superior!!! With the 32-bit machine scheduled for X-mas '94, Mega-CD, Virtual Reality and of course the Megadrive getting better games all the time!
SEGA ARE THE BEST!
From Tina Forsyth (Yes, a girl!), Birmingham. Hail Segal
YOB:Never a truer word spake in jest.

BAD JOB

Dear BOY,
Three points struck me on reading Mrs Shelley's letter in issue 10. Oh, and before we start, I am 28, have 10 O-levels, 5 A-levels, a B.A. (Hons) and a professional qualification, so you can't accuse me of being a young impressionable reader who doesn't know any better, Mrs Shelley.
Firstly, let us clear up a few matters raised by your letter. If you send a "personal" letter to the editor of a national publication, it is likely to be published and no doubt, if it hadn't you would have been the first to scream "censorship"! Also, anyone who actually pays attention to what they are reading knows that YOB is, with prejudice to none, sarcastic to everyone. Also, I think that you will find that the reaction of the readership to your letter is not due to any brain-washing technique on the part of the Editor (you are obviously one of those people who believe that children have thoughts/opinions/rights of their own). People laugh at what they find funny and since this is a games magazine it is hardly surprising that the readership have found you and your views to be both funny peculiar and funny-ha ha.
Secondly, I notice that both your letters are couched in terms of utter negativity. If there is any malice present then it is on your part because you are seeking to deny children a popular pastime while offering them no alternatives. You accuse MEAN MACHINES SEGA of malice and threaten them with closure and yet they have published your letters. They, at least, are prepared to allow people to make up their own minds, not an option you are offering. Your use of the pejorative term "evil" in respect of console games shows a fundamentally illogical approach to your perceived problem. By using emotive terminology, which defies rational analysis, you clearly hope to use the religious mumbo-jumbo of "evil forces" as an emotional crutch to help you explain your own failings and those of the society which your generation has created. The real problems for future generations lie not in console games but the ecological, political and economic problems that are ruining this planet. The sad fact about our "real" world is that a lot of children are safer sitting in their lounge playing Sonic than they are out on the streets.
Finally, with regards to your proposed campaign, all I can say is "go ahead, make my day." No, seriously, it will be a good experience for you. You see, we live in a democracy which means that you simply can't get your own way by shouting the loudest. You have to be able to persuade people with factual arguments and to deal rationally with criticism and counter arguments from the opposing point of view logically. The tenor of your two letters gives scant evidence of either such ability. Nor, frankly, do I think you have any chance of success for another reason. At the end of the day you do have something in common with these poor, "possessed" console addicts. You are both in very



▲ This is a bit good though. Keep 'em coming Beam Warded! (13).

MEAN YOB

small, unrepresentative minorities
Paul Kelly, Isle of Man
YOB:How do you stop Margaret Shelley from spitting? Turn the grill down. How do you stop Margaret Shelley from drowning? Take your foot off her head. What goes round and taps on glass? Margaret Shelley in a microwave.

JOB'S FOR THE BOYS

Dear YOB
I think that I am a genius because I can complete Sonic 1 Act 1 in 25 43 secs, act 2 in 22.11 secs and Act 3 (and killing Robotnik) in 40 50 secs
P Cudbertson, Hull
PS. I th nk your mag is great!
YOB:Thank you for your marvellous contribution to history

MAKE A GOOD JOB

Dear YOB
I'd just like to say how really good your mag is. Not only do you get the best news and previews, but you deliver the best reviews. It is so entertaining and funny and you get paid for it. Plus, Rich is soon going to Chicago . you're all so lucky You all have the best possible obs ever and are the most envied people since Dominic Diamond's hairdresser But you get to be bigheads about it. The mag should have more female writers (not that I am one) but I reckon Lucy does a great job So do all of you and I'd like to buy you all a present if I could afford it

Joz, a big motorbike to burn off his "manhood" - you know what I mean!
Rich, a designer phone-box with porno interior plus a list of dirty numbers and a big bag of 10p coins (nah, that was below the belt well, ask Rich what he does involving phone-boxes and parts below his belt)
Lucy, 1000 red roses cos I think she looks dead n ce.
Oz, a clothes consultant plat forms indeed
Andy, a real Ferrari convertible with leather interior etc
Rad, well, the other half of his hair would be nice.
Angus, I really don't know what to say, do you?
Paul
a decent razor
would be nice. This is definitely the order of the day He never looks clean-shaven
Tom, he can share with Rad
Frazer, a decent joke book with gold leaf Also a bin so he can dispose of his "12 Easy Steps to becoming a Brucie Bonus" book like yesterday
Whatever happened to YOB's gossip column? I wouldn't mind seeing it back. How about doing a profile of each writer's desk plus belongings? That would be ace. Well YOB, now its your turn, go on I can't take it but insult me, make me feel worse than I already do I've never been insulted much so go for it
Michael Jobling, Harrogate, N Yorks
YOB:Lucy does do a great job So great, in fact, that she often blocks up the Mean Machines sewage system, and we have to get somebody with a big rod to poke it down Perhaps you're an expert on the subject, what with you having a name like Michael Jobling...

But this is by far the best one this month. Top marks to Stephen J. Bender aged 6. Possibly.

MYSTIC YOB

The return! YOB slaps a tea towel around his head and gazes into his crystal balls and comes up with these supernatural responses

CHRISTIAN WARD Did you know that you name is an anagram of RANCID RAW SH*T? Well you do now

ANDREW FERENBACH of Edinburgh My, you're the presumptious one aren't you? Every letter we get from you is begging for prizes. Away with you! Away!

COUNT BARCONI You take the b' out of bana

PETER EDDINGS It s all in the wrist action

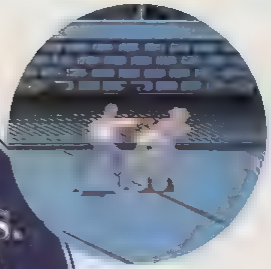
MARK BLAKEY of Lincoln: Stick a turnip up your bum and paint your face blue and that should do the trick.

SHANIF PATEL of London Try jiggling it about, but don't make a mess of things!

MIKE HAMMOND from Devizes I'd see a doctor if I was you

A HOWELLS of Swansea Cheese shops are the best place to do that sort of thing

Oh well, at least it's the last one for this issue, so mediocre marks to Scott Winters, I suppose.



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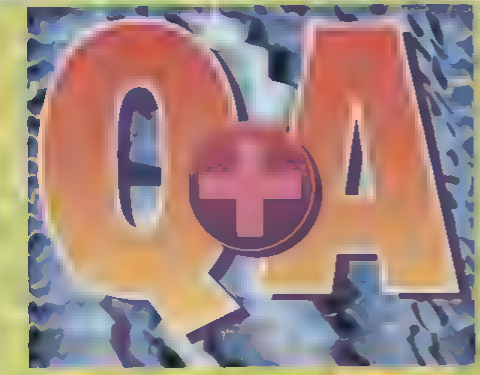
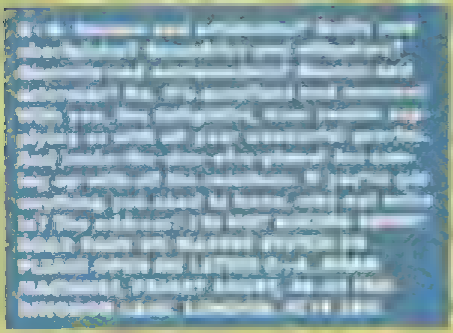
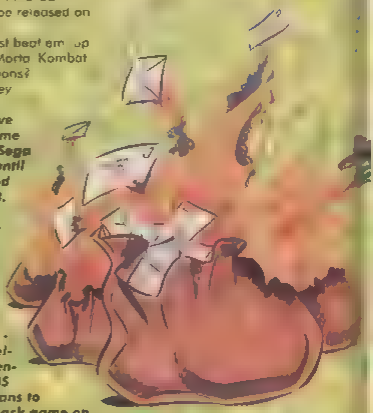




5 Will Electronic Arts be releasing some games on the CD?
6 Will Flashback be released on the CD?
7 Which is the best beat em up Streetfighter II Mortal Kombat or Eternal Champions?
Trevor Baker Aspley Nottingham

JAZ:1. Because we both used the same piece of official Sega artwork. 2. Not until you see how good the games are 3. Surprisingly, it looks exactly the same in real life as it does in the screenshots. 4. Not at the moment. 5. They have no plans at present - all their CD development is happening on 3DO. 6. US Gold do have plans to release a Flashback game on CD - probably the sequel. 7. Streetfighter II



LOG JAM

Dear Jaz
Old wise one seek your point knowledge and enlightenment!
1 If Streetfighter II, Eternal Champions and Streets of Rage 3 are going to be 24 megabits, how much will they cost?
2 When roughly will they be officially released?
3 Will the price of carts ever come down?
Christian Ward Tettenhall Wolverhampton

JAZ:1. Both will retail with the wallet-bustingly huge price tag of £59.99 So start saving now! 2. October and sometime after Christmas respectively. 3. They all ready have - check out Sega's £19.99 game range.

CAPTAIN'S LOG

Dear Jaz
Please can you answer some questions for me
1 Why was the cover of the August issue the same as the one on Megadrive Advanced Gaming August issue?
2 I am saving up for a Mega CD Do you think I should get a Menacer as well because of new games being released like Mad Dog McRee and Space Pirates that work with a Menacer?
3 Is the Jurassic Park CD as good as it looks in the screenshots?

LOGGING

Dear Jaz
1 Will there be any cricket games on the Megadrive?
2 Will there be any games like Star Wing (SNES) coming out on the Megadrive using the Super FX chip?
3 Will there be a football management game on the Mega-CD using film footage?
4 Is there any new Sega hardware coming to the shops?
Darren Gilley London

JAZ:1. No. 2. No. 3. No. 4. Yes.

CHRISTMAS LOG

Dear Jaz
Please can you answer my questions
1 Is Mortal Kombat coming out for the Master System?
2 If so when will it be released?
3 When will Ultimate Soccer be released for the Master System?
4 Is Streetfighter II coming out for the Master System?
Paul Denney Andover

JAZ:1. Yes. 2. It should be out by the time you read this 3. 1st of Never 4. You wish!

LOG-A-RITHMS

Dear Jaz
Please please could you answer these questions about Master System games
1 Are there any plans to bring a decent beat em up to the Master System? Streets of Rage Renegade and Streetfighter are all crap
2 Will Streetfighter II Sonic 3 and Road Rash ever be released on the Master System?
3 What do you think of Prince of Persia WWF Steel Cage and Populous for the Master System?
Alex Doetjer Redditch Worcs

JAZ:1. Mortal Kombat? 2. Sonic 3, probably, but not the others 3. Zzzzz.

LOG FIRE

Dear Jazza,
I own a Game Gear and would appreciate it if you could answer the following questions
1 Will Ecco the Dolphin come out on the Game Gear?
2 Will Road Rash make an appearence on the Game Gear?
3 Is Lotus Turbo challenge going to be available on the Game Gear or just the Megadrive?
4 Is a Tazmania 2 on the way?
Chris Larholt Galleywood Essex

JAZ:No, no, no and probably not.

LOG OFF

Dear Jaz,
1 Are there any good Megadrive baseball games out yet, as I haven't seen any being reviewed in your otherwise fab magazine?
2. Here in Sweden we have a whole bunch of them like Tommy Lasorda, Sports Talk Baseball etc Are they any good?
3 What happened to Joe Montana '93?
Carl Grundell, Ellenborgsv, Sweden.
JAZ: 1. Never heard of Hardball III, Sportstalk Baseball or Super Mega Spanka Baseball? Check 'em out if you're a baseball fan. 2. Personally speaking, I think baseball sucks. Therefore my opinion of them wouldn't be very helpful. 3. Who cares?

LOG ON

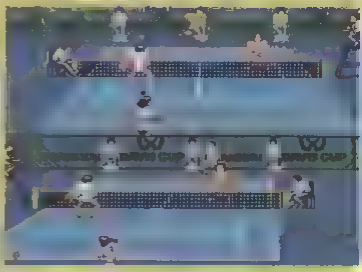
Dear Jaz,
Could you please answer these questions
1 When will the Megadrive 2 come out and how much will it cost?
2 What do you think of these games Tiny Toons, Rocket Knight Adventures?
3 Will Top Gear ever come out on the Megadrive?
4 When Sonic Spinball comes out will it be the best Sonic adventure yet, and how much will it cost?
Spenser Barr, North Humberside, Hull
JAZ: 1. Same price as an old one. 2. Both are very nice platform games. 3. Who needs in when Lotus is already available? 4. It's not an adventure. It's a pinball game. Price? Probably about £40-£45.

LOG RUN

Dear Jazza,
I own a Master System and would like you to answer these questions
1 Are there any good flight sims or shoot em' ups on the Master System?
2 If so, what?
3 I am thinking about buying G-Loc. Is it any good?
4 Will Road Rash be released on the Master System?
5 Finally, is Wimbledon Tennis any good?
William Mankelow
JAZ: 1 Nah. 2 Wibble. 3. It's pretty good. 4. For the fiftieth time this month .. NOOOOOOOO!!! 5. It's alright

LOG-PRODUCING COUNTRY

Dear Jaz
I am a Megadrive owner and would like to ask you some questions
1 Will the old Megadrive work with the up and coming Mega-CD II?
2 Will two six buttoned joypads come as standard with the Mega-CD II?
3 Are there any confirmed reports of Streets of Rage III being a 24 megabit cart?
4 Will Streetfighter I be on the Mega-CD and will there be a price rise on the Megadrive?
5 Are there any simultaneous two-player platform games on the way for the Megadrive or Mega-CD?
6 Is there any official release date for Mortal Kombat on the Megadrive?
7 Is Final Fight 2 coming out on the Megadrive?
8. Do you know anything about League Pro Striker?
9 My friend and I wish to become computer game designers later in life. What kind of courses should we study?
Neil O'Riordan, Garey, Co. Wexford
JAZ: 1. Yep. 2. Dunno. 3. Yes. 4. No and no. 5. Yes. 6. It should be out now. 7. Capcom have announced no plans to release a Megadrive version as yet. Anyway, it's cack. 8. Yeah. It's brill - especially with four players. 9. Design and computer programming.



LOG CUTTING

Dear Mr Jazza
Please could your knowledge of computer games help me out
1 Is Terminator really worth buying for the Game Gear?
2 Are there any Ice Hockey games on the Game Gear? If not, will there be any releases in the near future?
3 Is it true about the Megadrive 2 being £50 and the Mega-CD 2 being £150?
4 Will Battletoads ever come out on the Game Gear/Master System?
Alun Rees, Sandhurst Berks
JAZ: 1. No. 2. No. 3. Sadly, no. 4. Guess what? Nooooooooo.

LOG SAW

Dear Jaz,
I would appreciate it if you could answer these questions for me
1 Will J League Pro Striker be officially released in Britain?
2 Which is the best tennis game - Davis Cup Tennis, David Cranes Amazing Tennis, Andre Agassi Tennis or Grandslam Tennis?
3 Is the CDX worth getting?
4. How much will the VR 'add on cost when it's released?
Scott Keene, Chapelfields, Coventry.
JAZ: 1. Apparently, yes! 2. Davis Cup. 3. Only if you want to play import CD games although having said that later Mega-CD titles like Sonic CD only work occasionally with it — and that's with the new, improved CDX, so Sega might well have sussed Date! out. 4. There's no price available as yet.

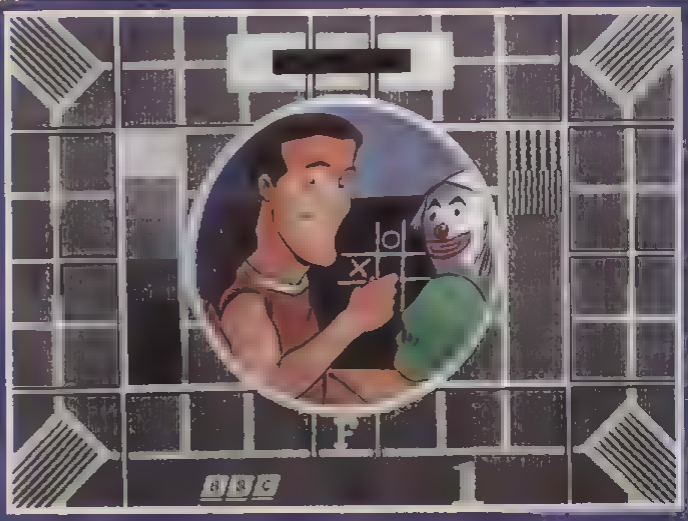
SLEEP LIKE A LOG

Dear Jazza
I am a Master System owner and would like to know the answers to the following questions
1 What's best out of Global Gladiators and Wonderboy for the Master System?
2. If you buy a Master System game in the USA will it work on a British Master System?
Steve Woodcraft, Kempston, Beds
JAZ: 1. Wonderboy III 2. Yes.

LOG JAM

Dear Jazza
I own a Megadrive and have just read about the new Arcade Power Stick II and I have heard it is out now. Could you please answer these questions about it
1. Is it out now? If not, when?
2 Is the actual stick and buttons better than the original?
3 Are the slow motion features etc any good?
4 How much is it?
5 Should I buy it if I wanted a six button joystick now?
John Burnett, Yatton, Avon.
JAZ: 1. Yes. 2. I haven't tried it myself, but I hope so 'cos I thought the original buttons were really smeggy. 3. Not really. 4. Dunno. 5. That's up to you, really.

PAUL'S TIPS



CHEWED

Blimey, I go back to Rochdale for a week and return to this — a mountain of envelopes and post-cards the size of a Triceratops' dung-pile! Right, here I go for a rummage around then....ugh....oh, hello Ed (discovers Ed Lomas in the muck and filth), where were you last month? Watching Jurassic Park perhaps? Too scared to put pen to paper? I don't blame you!

What else have we here? Oh yes, Alan Wightman's no-good-tea-late codes for Flashback. Never mind here's Alan's poetic little ramble which he also included that I'm sure he thinks is very, funny. Am I ever to live this Sonic it thing down? I don't think so!

Paul Davies — what a man! On Games-Master Sonic II he goes as fast as he can.

Over a minute, need I say more? We are all laughing and rolling about on the floor.

That's enough of that for one month I think. Tips are what we're after, so send in every monster tip that you know to the address: JURASSIC TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU!

DEADLY MOVES

You know, it's Ed 'Pinky' Lomas to [illegible] with a password that gits your character [illegible] power attributes. Yes, Ed endured hel[illegible] so, for his sake [illegible]

ESWAT

[illegible] a superb that this cheat deserves a look. E[illegible]cially since J Brant included it in his br[illegible] Megadrive hints and cheats. This level select only possible after playing the game through and completing it once. Once this is done, press A, B, C, RIGHT, D and START.

[illegible]

Revenge of Shinobi's an old Megadrive title though it's still one of the best. Perhaps that's why Andrew Flowers couldn't contain himself any longer and reminded us all of the [illegible] [illegible] START [illegible]

HUMANS

...world Lemmo discovers the...
...ode for Humans allows p...
...tribe members. It says it...
...where there is an extra tribe member to rescue this...
...
...

JUNGLE STRIKE

FATAL FURY

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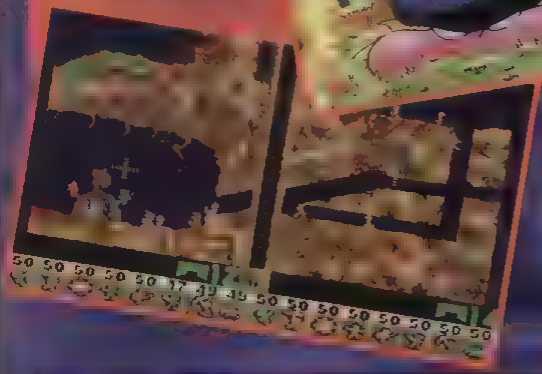
LEMMINGS

Must a fine name Hayden Scott-Baron is, eh? Luckily for him he gets to see it here, because his Lemmings cheat is

We all fall down! — level 13 fun and level 1 tricky — speed the release rate up to 34. Next turn the second and third lemmings into diggers but ignore the fourth. The lemming walks off the hell platform dug by the third lemming. At this point it is possible to turn every other lemming into a digger. Lemmingtastic mate!



MUHAMMAD ALI HEAVY-WEIGHT BOXING

Andrew McIver, probably inspired by Ol[ivia] Eubank's recent interview in Q magazine, fought to send [him] cheesy boxer ag[ainst] weight champ[ion] match [in the] cheat. By fiddling [with the] code, follow [the] which[ever] die:

8th Rank Boxer: —KBH7Z
7th Rank Boxer: —KBX7Z
6th Rank Boxer: —[illegible]
5th Rank Boxer: —[illegible]
4th Rank Boxer: —2N477
3rd Rank Boxer: —W7C7Z
2nd Rank Boxer: —WXB7Z
1st Rank Boxer:—4XE7Z

UNCULTIVATED TIPS

J Garden, who lives at Mayfield Gardens in Aberdeen has a crap collection of games – or so he tells us [however, he's] blown all his chances of receiving any [more] software from us by supplying two sheets of hopeless passcodes and cheats. Here's one of them it's for John Madden's Football. Final: 0475121.

MUHAMMAD ALI HEAVY-WEIGHT BOXING (AGAIN)

James Tweed also tells us that the [code] H0700072, when entered in the tournament mode, allows the player control[ler] with a ranking of one with no wins nor any losses. The opponent he faces is named Al Muhammad and most likely beats the pixels out of Ali. When this happens the winner loses his head, literally, and has the ref's torso!

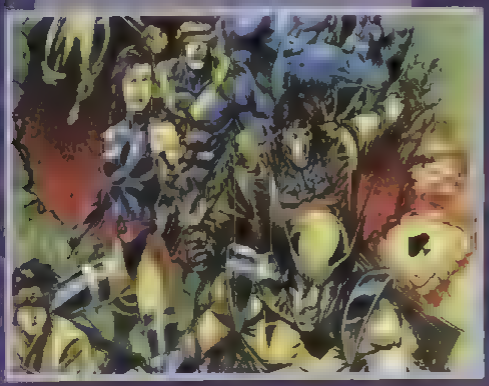
MEGA-LO-MANIA

This one's excellent. Believe it or not there is a hidden version of Sinister in Mega-lomania found by James Tweed. All that is required is to enter JOOLS as the password and a variation of that creaky old coin-op shoot-em-up appears!

X-MEN

Whoever sent this one in forgot to include their name and address, so for familiarity's sake this person is now known as Dr Marcus Dangleberry. The cheat allows you to choose your level and number of lives at the beginning of the game.

To activate the cheat, you must enter a password on the options screen. Press START on the title screen then unpause the game and go to the options screen. Press the following buttons. Press START on the title screen then unpause



LUX ATTACK CHOPPER

Usually when people write to us with tips they're only too pleased to see us. Even if it's just to tell us that they've completed the mega Jaleco Wood from Kent's Lux Attack Chopper game on the Megadrive. They are as well:

Level One: SDAAAIHA
Level Two: DAAAQEA
Level Three: DAAAYFA
Level Four: DAAAAW
Level Five: DACAIWF
Level Six: DACAQWF
Level Seven: DACAYUC
Level Eight: DACAIHF
Level Nine: DACAQGF
Level Ten: DACAFFF

LUCY IS NOT SHOCK

Paul Nelson's Megalomania tip is not all that interesting however he added a rather interesting PS to his letter which reads- 'I think Lucy is hot and the ending sequence is naff compared to the rest of the game'. I don't get it Paul, what's the connection?

ROAD RASH II

Time for Ed Lomas' monthly Road Rash II tip — and you thought he was confusing in the August issue we get a load of this. On the password screen this cheat is best described by substituting the password with 1234 5678

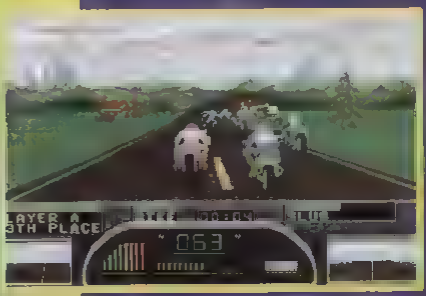
Bike Add or subtract multiples of two to 2 and the opposite to 6. It is mainly guesswork as to what bike is chosen

Level. Add or subtract to 5 and the same to 8. For example add nine three to these numbers from Level One pro gresses the game to level Four. However this doesn't always work

Money Add or subtract multiples of two to 1 2 3 or 4. Different amounts of money are obtained from this

Qualified tracks: Add or subtract to 7 doing the opposite to 8. These are not in any set pattern so it doesn't work every time

Good grief Pinky what the heck are you going on about? Thanks all the same



THERE'S NOTHING VIRTUAL ABOUT

GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

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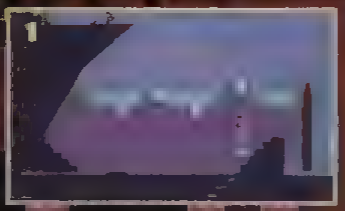
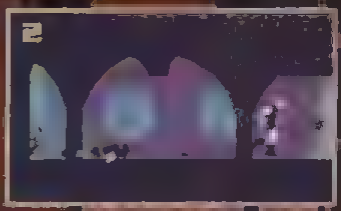
ANOTHER WORLD

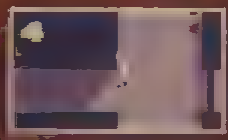
TIPS BEYOND TIME!

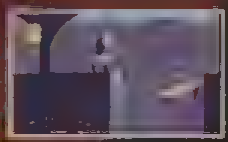
GUIDE TO ANOTHER WORLD PART II

Lester's back-door assault:
1. Go left and push UP to go around the back of the guard room. Re-enter from the right, make a shield and shoot the guard.
2. Run right [illegible] grenades toss you [illegible].
3. Friend [illegible] it, but turn and do a [illegible] jump.
4. Be ready to make a shield and blast the guards on the floor below.

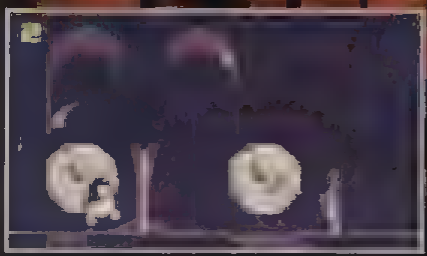








CHAPTER VI



CHAPTER VII

Journey through Cell Block H
1. Run left, following the guards. When the last one is trapped, point your gun, but don't fire. Wait until he seals both the doors.
2. Backtrack left and go up. Make a shield and blast the door, but allow the guard to roll five or so grenades down the stairs. Then execute him!
3. Run left and go down the hole, being ready to power up as

[illegible]grenadier guards:
[illegible]er up and blast the guard straight away.
[illegible]wn the hole and shoot the power line.
5. Return to the room with the holes in the floor from the grenades. Go down.
6. Run through this section, ignoring the lasers, but jump as you enter the next screen. Pull the lever on the right.

CHAPTER VIII

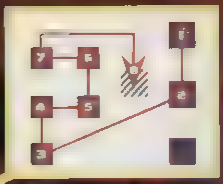
Mayhem and melee in the stadium:

1. [illegible]
mals.
2. When you reach the far right, go up on the lift.
3. Run left to build a bridge for your hanging [illegible]
machine.

2. The tank launches two escape capsules. Where could they possibly land?

CHAPTER IX

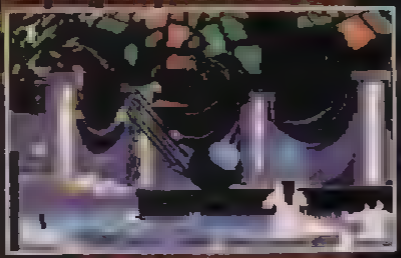
Lester plays Tank Command:
1. Once the machine rolls into the arena, press the following buttons in order.



CHAPTER X

Going for a dip in the Ladies' pond.

1. When your capsule lands, run right. Use the shield, blast and shoot method to dispense about four guards.
2. Run right and your friend bursts back onto the scene.
3. In the next screen a stray bolt knocks the ground from under your feet. Your bacon is saved by a savage good Samaritan, but luckily friend arrives just in time.
4. Crawl towards the levers on the right. If I can just reach...
5. The evil one is toasted and the second lever opens the skylight. Crawl back to the centre for rescue and The End Sequence.

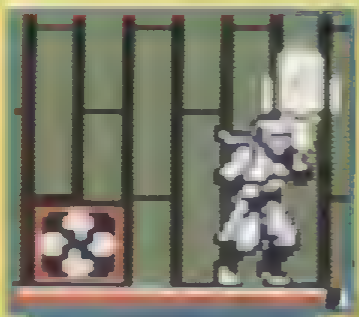


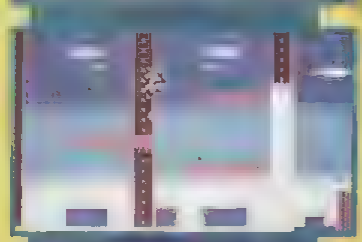
THE END

Lester is helped onto a handy waiting bat by friend, and they both fly off for a cerebration meal of Popcorn Chicken and Tab Clear. Huzzah! Er, but how do they get back to the real world? Suggestions on a postcard please

BRIAN DENNIS

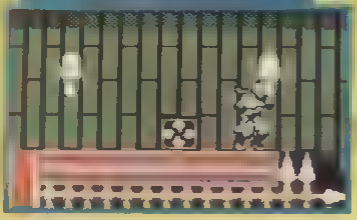
Brian! Away with you and your Alex Kidd tip! Away!

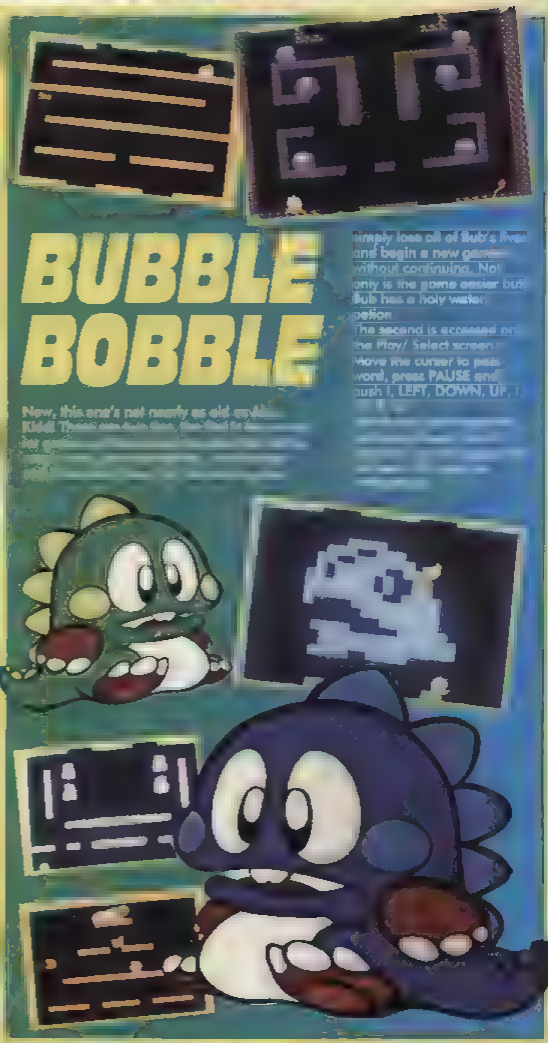




NINJA GAIDEN

Sergio Bonnici has written from Australia with sheets of tips for Master System games. This one for Ninja Gaiden is about the best of the lot and provides unlimited ninja stars and fireballs. All that is required is to have ninja boy wait until he has 999 combat points before [illegible] any ninja stars.





BUBBLE BOBBLE

[illegible] simply lose all of Bub's lives and begin a new game without continuing. Not only is the game easier but Bub has a holy water option.

The second is accessed on the Play! Select screen. Move the cursor to pass word, press PAUSE and push I, LEFT, DOWN, UP, [illegible]

Now, this one's not nearly as old as Alex Kidd! [illegible]

POPULOUS

Look Sergio, there just isn't enough room for all these Populous codes you've sent, right? So don't be offended when we print just this, er one JOHAME World 5122

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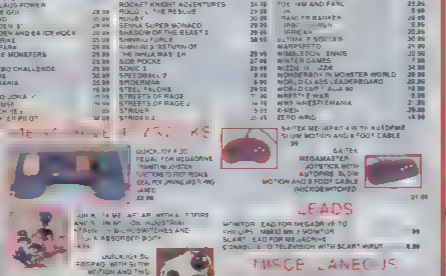

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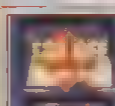

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GAME GEAR TIPS

STREETS OF RAGE

James Tweed gets his fast look-in this month with his code for a level select plus invincibility for Sega's suffering prequel to a great sequel. ...On the sound-test select track 01 then 11. By pressing buttons 1 and 2 simultaneously the two secret options appear.

TALESPIN

Whey hey! Whee Heel Well it's not that good, but Giles Reed writes with this cheat for 9 lives and a rapid progression to the end of the game in one fell swoop! Pause the game, hold down both buttons then rotate the D-pad in a clockwise direction until a bell rings. Un-pause the game and 9 lives are yours! Pause the game, hold down both buttons then rotate the D-pad some more and un-pause. The game transports Baloo or Kit to the end-of-level boss. Apparently. Please,no phone calls about this one as it isn't tried and tested. Hey, it's a million-to-one chance, but it just might work.....

MEGA-CD TIPS

CHUCK ROCK

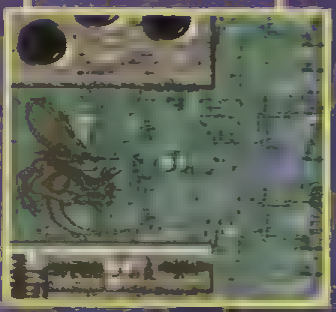
Here here, here (x100 000) are your codes for Chuck Rock on the Mega CD oh Captain Anonymous.
Level Two: GJFKFN
Level Three: PDPKKN
Level Four: JWNTXF
Level Five: TSFNVP

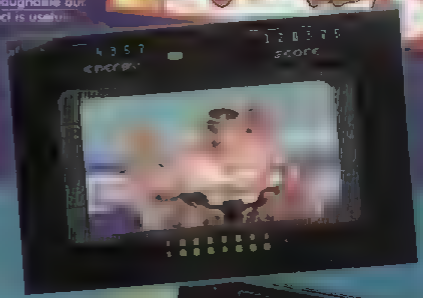
ERNEST EVANS

The game is laughable but this level select is useful nonetheless. Mark ... PAUSE the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B UN-PAUSE and START. See does the trick.

ECCO

James Whitlock tempts everyone who's struggling at Mega-CD Ecco with the final code in the game. QCFWUYHS welcomes Ecco to the machine and the final battle. Another code — ANWXCHMQ — takes Ecco to The Library which is a sort of film thingy about dolphins. Very nice.





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1 PLAYERS

PUBLISHER: TEA

BY: GAME ARTS

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

197,600

ORIGIN

Silpheed has spent two years in original development at Game Arts and is converted from a PC game.

HOW TO CONTROL

Silpheed has a pretty basic control mode. The D-Pad moves you left and right as well as "up" and "out" of the screen, despite into the scenery. Other than that, standard shoot 'em up fare.

- Fire
- Special Weapons
- Fire
- Warp and pause the

HOW TO PLAY

Guide the Silpheed through each level destroy Zacanta's fleet.

The Home Fleet is in disarray. Implosion fires rage on some of the vessels, making them look like coals suspended in space, voiceless infernos deprived of the oxygen to let them burn. The remainder of the once proud force huddles around the gravitational field of Neptune, using it to maintain a stable trajectory.

This chaos has come about by the devious but brilliant strategies of the terrorist Zacanta. By hacking the computer network of Earth, it was possible to dispatch the fleet long enough for his own forces to overwhelm them. With this massive firepower now ringed around the home planet, a total frontal counter-attack would be suicide.

However, [illegible] command has one last [illegible] SA-77: Silpheed. The fighter is small and nimble enough to penetrate Zacanta's fortresses, and powerful enough to take them out. A squadron of Silpheed are entering the inner solar system as we speak. The rebellion begins...

Prepare to die, puny earthling! Schwarr!

WEAPONRY

Silpheed is armed with two complementary weapons systems. The main system is the front-mounted cannon. This is a rapid-fire unit [illegible] in bursts of six. This is enough to destroy most small [illegible] on board [illegible] of the [illegible] combination of the following four systems is possible.

FORWARD BEAM

Fire directed in a concentrated line in the flight direction.

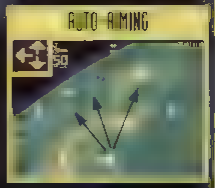
WIDE BEAM

Fire spreads along one side, from 90 to 0 degrees.

PHALANX BEAM

[illegible] in a spreading arc. Very effective.

AUTO AIMING



Fire homes in on nearby enemies.

SILPHEED

...spit my pint?

OPTIONAL WEAPONRY

...weapons are collected from ships three onwards. ...bomb bays on enemy craft, shown beneath your score. They ...only one.

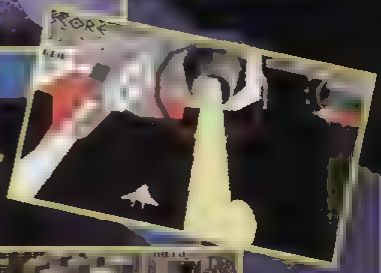
Fires four high... pulses that explode in front of your ship, as a destructive shield.

Multiple charges seek out incoming craft ahead. Potent and energy-efficient.

An effective and lo... mechanism that deflects enemy bullets.

A single charged projectile that uses a lot of energy. Suitable for larger craft.

▲ Double boxer.



▼ Penetrate the base, penetrate the base, you fools!

VERDICT

GUS

Lawks! Silpheed is something for Mega-CD owners to positively crow about. Polygon graphics on home consoles reach a new high with this exemplary shoot 'em up. The game starts in simple fashion, and in truth, shooting squadrons of aliens is basically the same all the way through. But the fabulous areas the game takes you through, with tumbling asteroids and screen-sized laser bolts is an astounding roller-coaster ride. The massive dreadnoughts bring a whole new meaning to the term 'boss' (though the actual bosses themselves are quite weedy) The game combines a very tough challenge, with sweet visual rewards as you progress; all the best levels are deep in the game. This has to be the most atmospheric shooter ever, with brilliant cut sequences and the constant chatter of your co-pilots and the computer. At last, a Mega-CD game that combines effect and action perfectly.

[illegible] UP

The SA-77 fights in eleven concentric spheres of battle en-route to the Mother Planet. Data on the highlights:

I: FLIGHT

The Home Fleet is attacked above the Mother Planet. As Silpheeds move into deep space, they see huge lasers devastate a stationary carrier. The SA-77s escape a massive squadron attack for regroup on Neptune.

II: OUTER ASTEROIDS

SA-77s move deftly through the massive asteroid fields at the Solar system edge. Huge tumbling rocks require quick reactions to avoid. One of Zacarte's frontier ships is at the centre of the field.

▲ Calling occupants of interplanetary craft

III: GOLIATH

Silpheeds encounter the first of Zacarte's dreadnoughts. Attack craft are scrambled and Silpheeds must contend with them and the massive, ranging lasers of the Mother Ship. The level [illegible] in an impossible trench ride to the dreadnought's core.

IV: VIPER'S NEST

SA-77s infiltrate Zacarte's base, built entirely from hexagons. A series of corridors and narrow trenches are flanked by massive photon cannons — brief warnings of their approach are given! As you proceed, massive shield doors open to reveal the extent of the base, while pillars rise to smash your craft.

Hexagonal horror

CRYSTAL TIPS

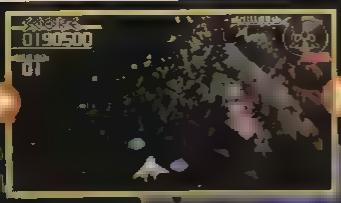
Throughout each level, the Silpheed encounters free-floating crystals. By shooting these a bonus item is released. The movement of the bonuses makes them hard to collect, but they should be pursued:

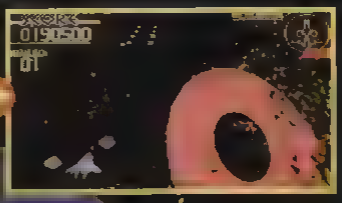
BARRIER OF PROTECTION

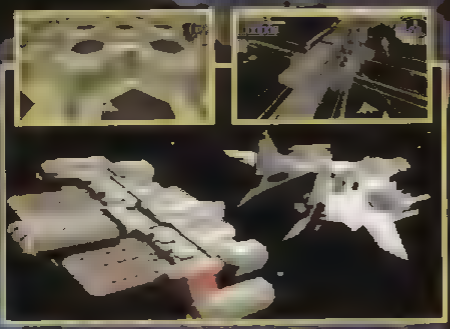
The Silpheed's shield has five gradations, [illegible] in the top-right corner. Collisions with bullets, asteroids cause one unit's damage, but [illegible] impacts may be more destructive. When [illegible] is gone, further collisions cause system damage: first engines and then optional weapons are lost.

VIII: THE FLEET

Sectors V, VI & VII are classified — left for you to discover. However, Sector VIII is the first climax of the game. The SA-77 intercept a massive dreadnought fleet, on its way to destroy Earth's fugitive command. A vast sequence of space pyrotechnics follows — ships explode in a shower of criss-crossing laser. Zacarte's lumbering giants display the weakness of their bulk compared to the hornet-fast attacks of the Silpheeds. Now onto Earth.

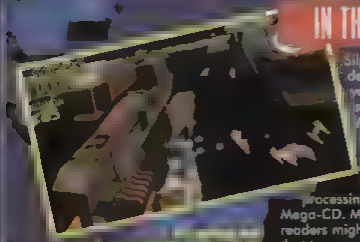






Aaaaiieee! My beautiful new interstellar motor home!

IN THE MAKING

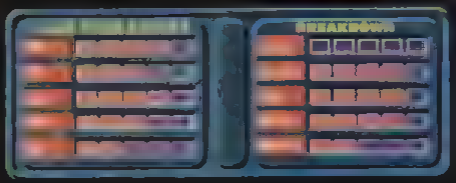


Silpheed has been in development for two years at Game Arts—about as long as the Mega-CD has existed. That time has been spent [illegible] polygon [illegible] the co-processing powers of the Mega-CD. MEAN MACHINES readers might not want to extend that two year wait any more than is necessary, but be warned: Silpheed works with a PAL Megadrive/Mega-CD and CDX, but the CD soundtrack jumps constantly and the game is noticeably slower. The official version should rectify these faults. So our advice would be to hang on.

COMMENT

RICH

Silpheed is simply the [illegible] impressive game ever released for the Mega-CD. Why can't [illegible] products be as amazing as this? The Mega-CD's hardware is immediately put to good use, with some absolutely awesome intros and atmospheric CD sound. The in-game graphics are better still with awesome space fleets, alien planets and fabulous space stations. After this, the Galaxians-style gameplay may seem a little bit of a letdown. However, the blasting action grows on you and with each level completed, the alien legions gain even more speed. By about level five, the action is incredibly fast and intense — and the jaw-dropping graphics are reward enough to spur you on to attempting to complete the next level. Silpheed is one of the greatest shooters I've played in a long while — and an ESSENTIAL buy for Mega-CD owners.



PRESENTATION 93

▲ Stunning, with intro sequences for levels and weapon selection.
▼ Only two difficulty levels, and a couple of continues short of what's necessary.

GRAPHICS 97

▲ Eye-popping polygons of amazing complexity, speed and smoothness. A believable virtual world.
▼ Some of the enemy ships and bosses are mingy to say the least.

SOUND 93

▲ Thumping 'space' soundtracks in the main.
▼ Some of the speech is quite [illegible] due to the strains of too much data transfer.

PLAYABILITY 90

▲ From the first level you know this is no walkover. The backgrounds really add to the game.
▼ The gameplay is pretty shallow and if only the polygons were more interactive...

LASTABILITY 87

▲ The game is extremely tough. It's something you'll come back to just for the scenery. The urge to explore is massive.
▼ Constant death at the higher levels is very off-putting.

OVERALL 90

Silpheed is a synergy of the CD's oft-hidden powers, and the archetypal nerve-jangling shoot 'em up, and it works damn well.

CHUCK ROCK 2
SON OF CHUCK

When eating, sleeping and cocking your pants is the sole function of your life, it gets a bit dull – even if you are only six months old. Or so thought Chuck Rock Junior until his car company boss dad gets kidnapped by his evil rival and the youngster is forced to leave the security of his crèche and go out into the big, bad world of platform games to rescue his dear papa.

Making his debut on the Game Gear, Chuck e boy toddles through four levels of platform, collecting terrifying dinosaurs and the like, picking up fruit and baby bottles and bashing bricks to get your way through before the final confrontation against the arch-baddie Brick Jagger the defeat of whom wins freedom for dada.

COMMENT

RICH

I really enjoyed the original Chuck Rock and this sequel is miles better, with fast, addictive platform action and some truly exceptional graphics. I would go as far as to say that this is the best Game Gear game I've played in months. A bit short on lastability and originality perhaps, but a fine game nonetheless.

COMMENT

LUCY

Although lacking in originality, I thoroughly enjoyed Chuck Rock II. The graphics are bright and well drawn, the backgrounds sharp and Chuck himself well animated. The levels are quite large and challenging with lots to do and see — I think there could have been more of them though. Experienced games players won't get a hell of a lot out of this game on EASY level, but your average platform fan should have a look.

Don't worry be happied wretch. I won't 'arm you. Muth'

PROS AND CONS

Apart from a soiled pair of Pampers to protect his modesty, Chuck is naked unless you count the large rock he carries and uses to thwart the enemies which include monkeys, rabbits, serpent, flower flowers and dinosaurs. His progress is further thwarted by rivers of lava, cold leaks and boulders. Other animals are friendly and sometimes give him a lift over perilous parts and up to power-ups.

PRESENTATION 84

Option screen, sound test and difficulty choice, but no two player option

GRAPHICS 89

Huge sprites, lots of animation and some pretty backdrops.

SOUND 77

Fantastic average but what do you expect from a Game Gear?

PLAYABILITY 84

Easy to control and a nice little you-go-I-go puzzle element

LASTABILITY 79

The levels are fairly large but there are not enough of them

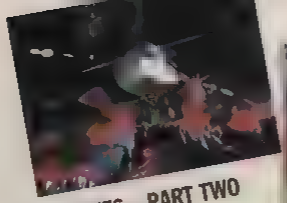
OVERALL 84

An unoriginal but nice-looking and fun platform jaunt

1 PLAYER	PRICE: TBA
	BY: CORE DESIGN
	RELEASE: SEPTEMBER

PICK ME UPS

To help him in his quest further, Chuck collects a number of handy items such as milk bottles to restore energy, sweets for bonus points which upgrade to an extra life when enough are accumulated, baby heads for an extra life, and bananas to bribe monkeys into helping him.



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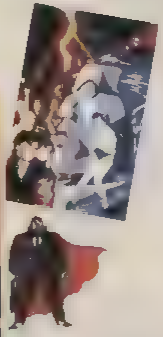
JUDGE

Judge is a sinister [illegible] wrongful dead seek [illegible] ultimate justice system. In the spirit world there is only one law... the Law of Darkness.



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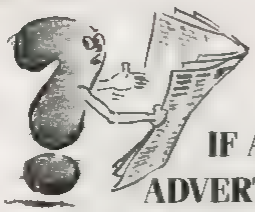

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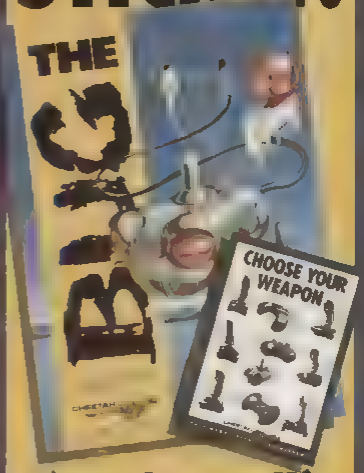

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CONTROL: JOY PAD
CONTINUES: 3-6
SKILL LEVELS: ONE
PASSWORDS: ONE
GAME DIFFICULTY: MEDIUM

LEVEL 3

This is the follow-up to the Nintendo game which was originally based on a book. Apparently...

The d-pad is used to control movement of both car and man in the overhead mode in the shoot'em'up. Up to shoot, down to enter doors, and diagonally to shoot at the back.

Special Key Functions

Energy Functions

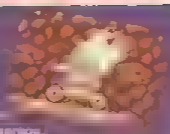
Jet

Hover Functions

HOW TO PLAY

Fight through eight levels of radioactive mutants, find and kill the mini-boss and main boss, using the tank/weapon they leave behind to access the next level.

It's four years since plucky Jason defeated the Plutonium flees and the radioactive mutants under the Earth. Since then our superhero has...

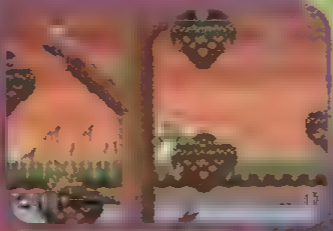


...vehicle, SOPHIA, to the garage.

His hair blonde and became a hairdresser. But right in the middle of administering a number Two to Lionel Blair a ferocious electrical storm heralds the end of his snipping days as a...

...transforming it into a horrible being. Jason is knocked unconscious by a particularly...

...ers SOPHIA is in pieces and the lightning beings are burrowing to the centre of the Earth to... neck it off its axis. Jason has to stop them, as... other rebuilding his trusty machine...

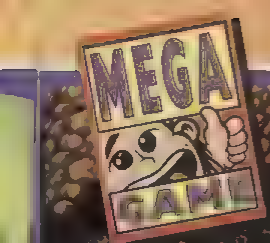


...ds give way to caves, where the horizon vanishes, and the platforms fill up the sky...

ARM IN ARM

The inventory menu screen indicates how many weapons have... from here the special weapons for...

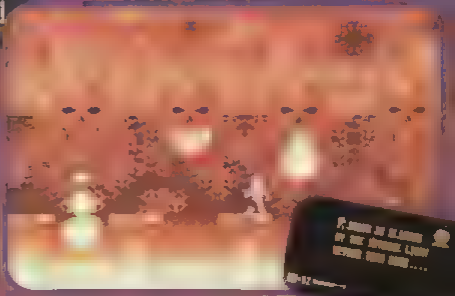
...may be replenished en route as well as red hearts to bump up the energy meter and gold stars for an extra life. The driller allows the player to bore through tough walls, the hover allows SOPHIA to fly and the jet-pack, Jason to fly... alone



First, uninspiring graphically, this is one

very long time. There's so much to it! The levels are huge, varied and extremely challenging — there's no way you're going to finish this in a

of different kinds of gameplay — with the overhead view where you race around like a go cart, the side-view of Jason or his vehicle with a plethora of weapons at your disposal or the one-on-one combat against the bosses. The music and sound effects are great too. Quite simply, for shoot 'em up fans who are a little tired of pretty graphics and limited gameplay, get Blaster Master 2 for a fun game that'll keep you hooked for ages.



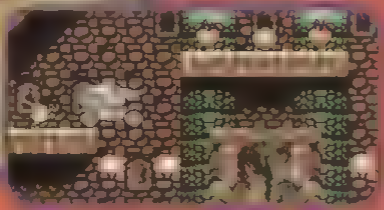
They trapped voices from the depths.

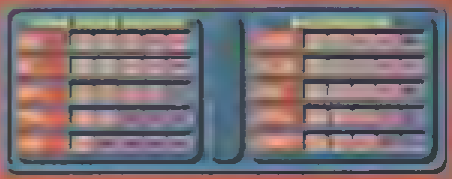
OVER AND UNDER

Jason and his crate are seen from different perspectives depending on the section of the game. At times, Jason is inside the vehicle, seen from a side or overhead view. Small ladders and pas-

- Vehicle speeds up
- Vehicle slows down
- Increases fire power
- Bomb — detonates everything on the

- Limited invincibility
- Energy addition
- Icon selection at random
- Decreases fire



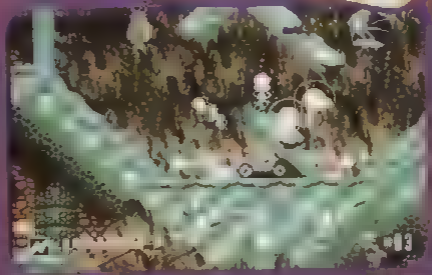


BOOST, BOOST, POWER BOOST

On every massive level Jason must locate the lair of the mini-boss and batter it into submission. Once defeated, the beast hands over a special weapon that Jason needs to find the main boss. Once located more battering ensues until the main boss hands over a weapon or object which allows our hero to enter the next level. These range from insulated armour that protects Jason through an impregnable electrical field, polarised shades to stop him going blind in volcanic caverns, drillers to burrow through soft earth and dives that allow the vehicle to move through water.

GUN

Blaster Master 2 starts off as a singularly ugly piece of software. The boss looks horrible, the [illegible] screens with bland sprites and chunky-esque backdrops. It's not until you're right into the second stage that you realise it's a lot of fun. Cleverly, there's a wide range of gameplay, with overhead maze sections, platforms, puzzles and boss-fighting. Even better, the graphics improve considerably as you progress, with some neat effects (check out the fire level). Although the concept looked bland when it started, all the features such as power-ups, special weapons and secret passages got me really involved. You do need to get hooked, because as you traverse later levels, that pile of continues shrinks ever rapidly. Personally, I wouldn't quite call Blaster Master 2 a Mega Game, but it's not far off it.



PRESENTATION 85

▲ Nothing inspiring on the intro screens but they serve their purpose. You can bump up the credits.
▼ A two-player option would have been smart.

GRAPHICS 87

▲ Clear, colourful with some huge sprites — they get even better as the game goes on.
▼ The graphics are basic when compared with the likes of Cool Spot or Batman Knight Adventures.

SOUND 89

▲ Some great sound effects on the weapons front and the music fits the mood quite well.

PLAYABILITY 91

▲ Loads of variety and fun in the gameplay. The game's fast, the controls are responsive and the levels are huge.
▼ It does get frustrating being dropped right back to the beginning of the level when you die.

LASTABILITY 90

▲ Eight huge levels to explore and tough gameplay means you won't get through this in a [illegible] and enjoyable.

OVERALL 90

It's not a world beater on the graphics front but its challenge and additive value Blaster Master II is a sure-fire winner.

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TBA

PYRO

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CONTROL: KEY PAD
CONFIGURE: 3
SKILL LEVELS: 3
PASSWORDS: CONTINUE
GAME DIFFICULTY: EASY

15,000

Licensed from movie? Yes
Loosely based on Bram Stoker's novel
Includes an amazing shadow of a previous Psygnosis game
Outshot.

D-pad left and right moves Harker, down makes him duck.

Slash

Jump

Fire

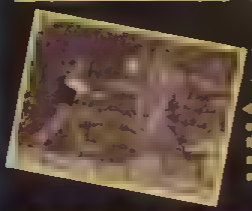
Start: end pause.

HOW TO PLAY

Either locate the exit or the boss on each stage. Find objects to help you defeat Dracula.

About 500 years ago the final, decisive battles between Islam and Christendom were being fought. Deep in eastern Europe, at the heart of the struggle, the Slav people relied on their courageous but utterly cruel leader, Prince Vlad of the Dracula.Though, he held the day in a great battle, his love, Elisabetta, was lost. Cursing ungrateful God he swore defiance of death. As it was spoken, he was condemned to an eternal state between life and death, with a craving for human blood. He became Dracula: Vampyr.

Centuries passed, but his presence remained. Now, in 1899 he is drawn towards England, and a young girl called Mina, the incarnation of his Queen. He has trapped her fiance, Jonathon Harker in his Balkan castle. Only by escaping can Harker warn Mina of the impending shadow, resting in the earth of Carfax Abbey.



A Harker explores about the interiorbasis of his cobwebby entrenchments.

BOOK OF THE DEAD

Dracula is presented in the form of a story, taken from Bram Stoker's book. Each level is split into short 'chapters' that expand out of the pages. There are seven chapters in all, following Harker's escape from Castle Dracula; his refuge in the convent; killing the Undead Lucy, uncovering the lair at Carfax Abbey, and the final flight to Transylvania.

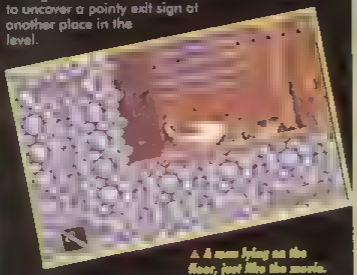
VERDICT

GUS

Count Dracula is feared throughout the world as a filthy abomination. Pity the game will be too Psygnosis have produced such a tacky load of tripe it will freeze the blood in your bones. Okay, the gameplay isn't as infuriating as the Mega-CD version. But I don't rate the game any better, as it's just a rehash of their Galahad game, probably using much the same programming engine. Each level is a charmless platform monotony of finding a motionless sprite and then an exit. There's no logic, point or depth (or 'ambience' as the writer of the game's prodution notes likes to call it) to the game beyond that. For the most part the graphics are bland and inappropriate: Where the hell did the giant tarantulas, the barn, the scorpions, the zombies and the drunk-men-lying-at-the-bar come from? Not the excellent movie this supposedly comes from. A proper Dracula game could be blood-suckingly good: this just sucks.

GET ME OUT OF THIS!

Harker, having lost his Transylvanian guide-book, often finds himself lost in the assorted inns, barns and cemeteries he passes through. To reveal the exit he must find a friendly local. Strangely, this motionless figure thinks of an object, which is enough to uncover a pointy exit sign at another place in the level.



▲ A man lying on the floor, just like the movie.

FIENDS AND COHORTS

Along the way, Harker encounters Dracula's fearsome henchmen (women?) in end-of-level fracas. Each takes about eight hits to defeat. There's the evil coachman, who lashes with his ten-foot whip (ee-ark); the three Vampire Devil's strumpets — all cackles and flowing frocks; plus multiple manifestations of Dracula — as an old magician, and a young assassin — as well as a 20 foot high fireball spewing madman.

BITE THE BULLET

Harker found one of Dracula's antique swords, which he swishes about on command. Also to be found are small arms — pistols, rifles and dynamite — for stronger foes. But ammo is strictly rationed..

COMMENT

Dracula constantly is a horror game. The thought of some unsuspecting punter paying any amount of cash for this festering running sore of a cartridge scares me witless. On all levels it fails miserably. As a game-of-the-film it's hopeless. The superb, creepy atmosphere of the film has been replaced with a laughably crap B-movie ambience and the original plot has been altered beyond recognition to suit the completely bog-standard negotiate-the-platforms-and-beat-the-big-end-of-level-boss action And as a game in its own right it's sub-standard, completely unoriginal and filled with annoyances. The controls are very sluggish indeed, things fall down from the ceiling without warning which makes the going very frustrating, collision detection is poor, the general game design and plot is crap, the sound is average, the graphics aren't much cop and attention to detail is shoddy — for example, when the main character walks up and down slopes his legs tread in mid-air, rather than on the ground. After a couple of sessions I felt no compulsion to play this pustulent, putrescent platformer any more In fact, personally I think EVERY Megadrive platform game available is better than this. Even the irredeemably crud-infested Dark Castle

PRESENTATION 84

▲ Options screens, including a short

▼ The back graph... [illegible] ...ough. Jerkier than Tom Jo...

GRAPHICS 57

▲ Very Pagemaki... backdrops, with [illegible] ...patterns for wood and stone. Okay animation on some baddies.

▼ Most of the graphics [illegible] ...and naked.

SOUND 67

▲ Some of the music is okay, and at least tries to develop an atmosphere. Uses [illegible] ...samples.

▼ Some really annoying [illegible] ...music and some crap effects.

PLAYABILITY 19

▲ There are plenty of things to look at, there are plenty of gaps to jump.

▼ The sticky things, and the jumpy gaps are devoid of any essence of the [illegible] ...making it entirely unenjoyable.

LASTABILITY 19

▼ You'll play for about as long as it took Vlad to impale his prisoners. The agony could last up to a day... but then we [illegible]

OVERALL 19

Let Dracula rest in peace, for it is truly written that it is a [illegible] ...of old cobblers, and foul is he who purchaseth it with the wages of sin. Amen.

NEW

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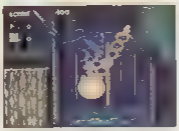

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I-2 PLAYERS

WIZ

PSYGNOSIS

OCTOBER

1,576 Kbit

Wiz and Liz are the sisters of Psygnosis, and their game is an original effort

Enter each land and collect the bits within the time limit to gain bonuses.

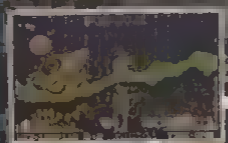
WIZ 'N' LIZ

...of the cosmos lies a forlorn rock... ...seems bothered to give a groan. One such rock is that... ...of rabbits. Unsurprisingly, the land goes to... ...Except one day, a strange spangly force... ...snatched from their cauldrons and seized all the... ...for use in a new Macdonalds 'Twenty... ...collection game. Intriguing...

RABBIT RUN

Rabbits are being held in a series of lands, located off doors in a corridor of Limbo. Each land has a different scenery/elements, but the basic layout of platform levels is the same on each. Wiz and Liz collect the rabbits in two ways. When they first enter the land, hitting rabbits releases the letters of a bizarre word, shown at the top of the screen. When all the letters are filled in, the exit is revealed. Next, the wizards must collect a certain number of rabbits...

▽ "Bally would, wouldn't she! Bollywood," he quips thickly.

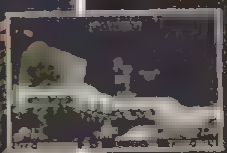


WOODLAND

WORLDS APART

LUNARLAND

MADLAND



SNOWLAND

FRUITS OF THE FOREST

Rabbit picking has its own rewards. Bonus items float up from the pick-up point, and should be grabbed before they go out of reach:

STARS
Stars are used as currency in 'Ye Olde Magic Shoppe'. They buy fruit, time or lives.

TIME TABLETS
At the end of the round each tablet converts to three seconds of extra time.

BONUS LETTERS
These blue letters form 'Bonus' at the bottom of the screen, allowing entry to an item laden bonus round.

TIME PILL
One rabbit holds this, only releasing it in the last 20 seconds. It offers a vital 30 second reprieve.

MAGIC FRUIT
Each player has a fruit-o-meter. Rabbits release the fruit with each one collected increasing the meter, to the point where a magic item of that fruit is granted. Players stock their magic fruit back on Pum, to use as spell ingredients. But fruit spoils!

'SHOPPE'-ERS PARADISE

Two shops are opened with the right spells. The magic shop allows you to trade stars for ingredients. Some of the higher-priced ingredients aren't found on some levels, and their spell effects are really powerful. The other shop offers hints, again for a star fee. Some are useful, but the cheap ones are pretty obvious!

▲ A fascinating screenshot. See, right?

SPELLS TROUBLE

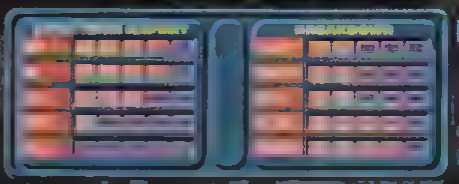
In between rounds, the wizards travel to Pum to mix spells. Any two fruit items make a spell (including the same types). Spells are mixed in the cauldron. There are dozens of spell effects, ranging from extra stars to extra time, hints, secret doors and sub games, or sometimes nothing at all. Mapping the effect of each mix is a crucial part of the game.

▲ Spells Say Bunny's been...

COMMENT

GUS

Psygnosis games are becoming very pretty. Wiz and Liz is so polished, you can practically see your face in it. The graphics are sharp, detailed and wonderfully animated. I also love the sound, which has dozens of boppy tunes with catchy melodies. But the game behind it all is astonishingly slim, if original. Without any enemies to hinder you, the game is a blinding rush against the clock. Fine, but apart from sharpening reflexes, there's no strategies to develop as you get further into 56 levels. Okay, the spell elements, the sub-games, and the bosses all add something, but the core of the game is very basic. The two-player mode is great fun, in a skill-less sort of way, a bit like computer 'Snap'. I really like Wiz and Liz at the moment, but I don't know if I will in a month's times.



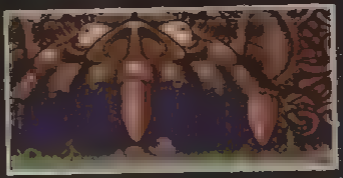
SUB SUB

Games within the game are an integral part of Wiz and Liz. Old arcade favourites like Space Invaders, Pong, Breakout and Snake are hidden, requiring the right spell to reveal paths to them. Playing them is a way of boosting your score.

▲ The bosses are many monster-related jokes in the offing.

CLIMAXING

At the end of each set of lands, it is your reward/punishment to face a huge boss creature, and finally get to use some destructive magic. Look out for a killer Pot Plant, a Snake and a big skull with groping bits.



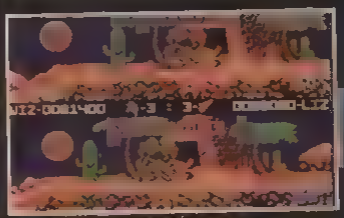
CONCEPT

Cute, fluffy lickle bunny wabbits? Pint-sized cutesy wizards, pwetty twees, birds an' flowers an' fings and music more nauseating nice than the Sound of Music—bleurgh, how sickening! Apart from the scenario, I quite liked this new offering from Psygnosis. After marvelling at the pretty graphics (and they are fairly special), I at first thought the gameplay was too simplistic — but then you realise that there's much more to the game than running [illegible] like a blue-assed fly — you can't finish the game that way and you actually have to use your bonce (it's just a question of whether you can really be bothered). The game really comes into it's own in two-player — mindless dashing around like crazy can be fun and is in Wiz and Liz. This game's not the classiest thing I've ever seen nor the best but it's a good laugh and worth a look.

— UCV

TWO'S COMPANY

Wiz and Liz don't meet in solo games, but [illegible] play head-to-head. The screen splits horizontally to show the action of both players. The aim is simple: get out of the level first. Players play for control of a fixed number of lands, with best of three rounds in each. There's no spell part to the game.



▲ Even in the action-packed heat of the two-player mode, Shriek on CEVO's editor gets a sense check.

PRESENTATION

95

▲ Virtually flawless. Neat intro and options screen. One- and two-player games, game length and skill settings too.

[illegible]

91

▲ The wizard and rabbit sprites are brilliant, and the backgrounds for each land are well drawn. The split-screen is wizzy-fast and works well.
▼ Some graphics are a bit too small to spot easily.

[illegible]

90

▲ A sort of Captain Sensible meets Erasers endeavour, which sounds ace.
▼ The catchy music sets some teeth on edge.

PLAYABILITY

86

▲ The turbo-paced [illegible] is immediately compulsive. The head-to-head is a really good two-player game.
▼ Each of the 56 levels features similar and very basic gameplay.

LASTABILITY

80

▲ The two-player option is evergreen, and the hidden sub-games and spells encourage a lot of experimentation.
▼ The action is a bit two-dimensional and the only real enemy is the clock.

OVERALL

85

Wiz and Liz is a cleverly executed collecting game, which will grab everyone's interest in the short-term. It's a bit too simple but there is more to it than meets the eye.

DOMANI

REFLECTIONS OF FASHION

Domani shoes available from Russell & Bromley Charles Clinkard Ltd, Domani Retail Shops also Domani at Childrens World Jones Bootmaker John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown, Axe

GUNSTAR HEROES

GUNSTAR HEROES

1-2 PLAYERS

TBA

SEGA

RELEASE SEPTEMBER

CONTROL: ANY PAD

2MEGS

Gunstar Heroes takes the action from a multi-angle – a shooting level – and shoots it on you.

Push left and right on the pad and find and/or blue to run in those directions. Push down and they crouch – fire downwards — against they also dispense:

Weapon select.

Fire.

Jump.

Shoots and grenade – action.

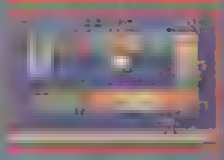
Take find and/ or blue through seven stages of platform/ shoot 'em up action. Shoot or kick everything that moves and collect power-ups.

Intergalactic fashion
ible! One day Black, the bad guy,
tacha Green with the promise of st
In return Green captains a mining

make 'The Crusher'. Unfortunately for
back he
Green
as of
the
experimented shoot 'em
huge encumbered
as this in the past has never ende
so stylish. Gunstar Heroes takes
one or two players through
seven stages of frantic, high-
density blasting mayhem.

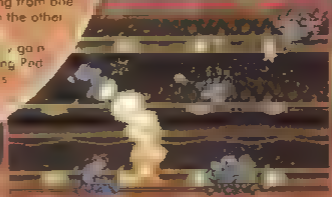
On the menu tonight we have roast baddie chopped and sliced and lightly staged.

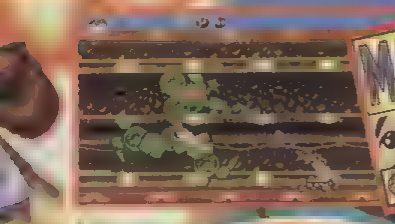
When inter-galactic ruffians start blowing up your love house, you know it's time to act!



The fourth and penultimate stage of the game takes place in Black's base. After blasting their way through the melee that protects it, Red and Blue encounter something that is unexpected within The Dice Palace. Here is where Gunstar Heroes flies right off the sensible scale and lands in Chaosville for good. A board-game-like display is presented, a dice is thrown and the number dictates the fate of the player. Lucky heroes may find themselves in the 'Happy Item Room' where a small selection of weapons and energy replacements are laid out. Elsewhere things get rather more serious! 'Curry and Rice' — a kind of mutant Mr Puff Pastry — challenges Red or Blue to a session of unarmed combat. Valvalion is a swirling, golden serpent which traps an unwary hero under its coils. Finally Black makes his stand in a two-legged, bubble-car nightmare machine, tossing a dice to decide upon which form of pain he inflicts next. Help!

Let's face it — you don't have guts for this line of work. No b





Please accept these metal rulers as a gift from me.

FAST ACTION HEROES

At Red and Blue's disposal is an array of offensive moves that require some skill in their deployment.

SLIDE-KICK: The lads dive feet first at the enemies legs causing masses of bone-breaking damage!

JUMP-KICK: Larger enemies require a more elevated approach to their destruction. A jump-kick causes the same amount of damage as a slide but looks cooler!

PUNCH: The least impressive of all moves but still pretty useful against the likes of Curry and Rice, one of the bosses in Black's base!

HANGING: No, Red and Blue don't charge around with a noose at the ready! Their hanging tactics involve dangling from one arm whilst blasting their enemies with the gun in the other.

WALL-SPRING: Taking evasive action or simply gaining a high vantage point is possible by jumping Red and Blue onto then immediately off walls. Yowzer!

GUNSTAR HEROES

So this is where all the video-game bosses go for a holiday is it?! Gunstar Heroes' fast-moving action is astounding. We thought we'd seen it all on the Megadrive but Sega, once again, ignore any preconceived ideas about their machine's limitations and call upon it to scale and rotate sprites all over the place. All characters are incredibly lively, there's no danger of finding any idle sprites in this game! Other than the path that Red and Blue tread, pretty much everything else on screen is alive and dangerous! The acrobatics that the central characters display add to the excitement and their determined stances strengthens the player's resolve in helping them win. Success isn't easy either, and there's no doubt that the completion of this game requires a lot of skill with a pinch of luck. The Seven Force is an absolute nightmare! Just like the kind of roller-coasters that bear warnings for people with nervous dispositions and the like, you'd better prepare yourself for a real white-knuckle ride with Gunstar Heroes because it's that amazing!

PAUL

COMMENT

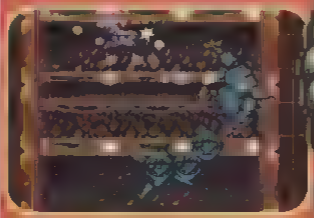
RAD

Gunstar Heroes is one of the most incredible games I've ever seen on the Megadrive. The graphics are fantastic, with an amazing depth of detail and a lot of attention paid to the animation. Later levels see remarkable displays of scaling and rotation that put even the Super NES to shame, such is their brilliance. The sound matches the standard of the graphics with a huge variety of crunchy, thrashy tunes holding the atmosphere of the action and really booming, echoing explosions. And for once the gameplay matches the high standard of presentation. There's so much variety in Gunstar, every level is completely different, going from a deadly board game to piloting a space fighter. There's loads of cool weapons too, which is just as well because there's zillions of enemies too. The two-player option really rounds everything off, and there's not so much as a hint of slow-down even when the screen is completely packed. Gunstar Heroes most definitely is Ribena, in fact, it's £5000 worth of Harry the Lime flavour Camp outside your local software palace until this is released and buy it immediately.

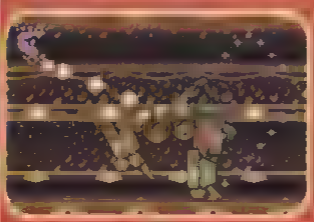
SEVEN SEIZURE

One reason why it is essential to experience Gunstar Heroes for yourself is the appearance of the Seven Forces, this campaign's bona fide end-of-level bosses. Each one is introduced in the Underground Mine section (see above) and is a feeling of what it is going to be like to go head-to-head with the most powerful, pissed off, foul scummy traitor, Grrah!

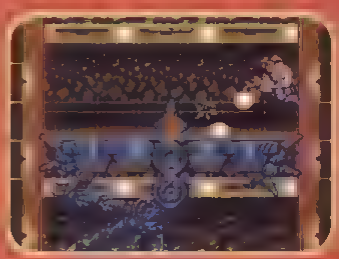
Soldier Forces: Green sweeps into view aboard a floating platform and immediately calls upon the power of the stones to form a two-legged, rust-ridden machine that attacks by using its arms as boomerangs and an automatic battering ram.

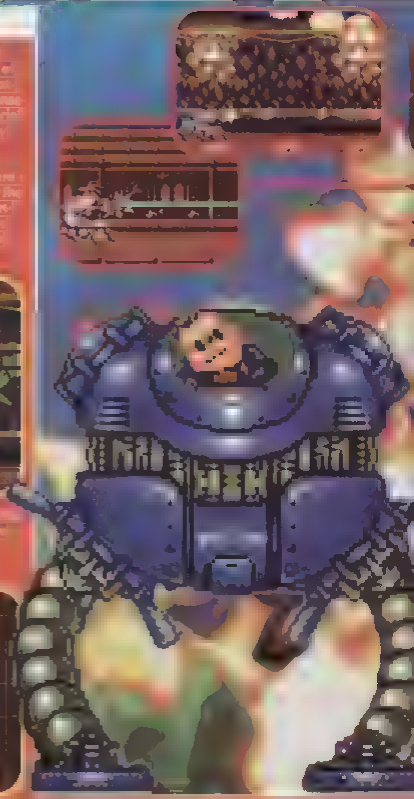


Flame Forces: This incarnation bombards you with a stylish computer face — press Red or Blue are locked-on they're for Rose in a bear. Leap from morning! Hyper follows this up with a Force Zapper which predicts its trajectory with a line guideline.



Angler A dancing eagle may look delicious but don't underestimate its power — especially as this performance ends with a spit





THE WEAPONS BIT

Of course there's the usual selection of weapons available to the heroes:

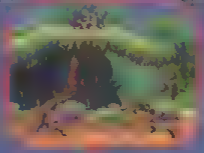
FORCE: A steady line of pulse-laser fire that is straight and to the point

LIGHTNING: Tears through enemies quicker than Johnny Quick at a Quick Festival. Ahem

CHASER: Makes life easy by seeking out the enemies itself

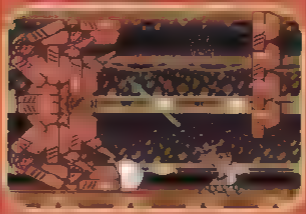
FIRE: Toasts enemies at short range and is very powerful

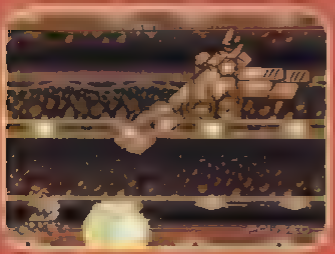
This is all well and good but the fun really starts when two are combined! That's right the heroes are able to carry two weapons at once and may select between them at will. However, after witnessing the speedy demise of a foe to a Chaser/Lightning combo things are never quite the same again!

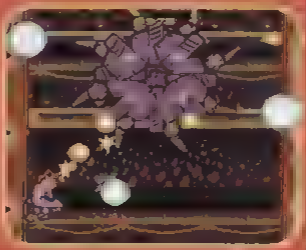


This is what I call eating a pineapple!

Crikey Ikkey, Green transmissions has Seven Force into a cavern-crushing crash, blocking the heroes' way with Crash Metals, coves of Crushers, and Wall o' Fire Whips — balls of energy that drain Red and Blue!







PRESENTATION 91

A The intro sequence grabs the attention and every stage is rounded off spectacularly. An options screen allows players to adjust both difficulty and control.

GRAPHICS 94

A Astonishing! Seriously, this game ought to come packed with asbestos for all the exciting visuals it produces!

SOUND 93

A The music makes the Megadrive really groove. Turn it up, baby! The sound effects come courtesy of Captain Cool too!

PLAYABILITY 92

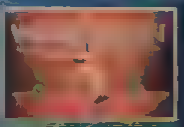
A Red and Blue's many techniques are explained in the mini Discovering the many different ways Black's men bite the big one ensures fun for the lot!

LASTABILITY 90

A Battling against Black's forces is tough and spectacular gameplay keeps you coming back for more even after completion.

OVERALL 93

A stunning title both in appearance and the gameplay it offers. Gunstar Heroes sets a new standard for the Megadrive — for action titles at least.



1-4 PLAYERS

PRICE £34.99

BY SEGA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

BEST DAY SCORE

TOURNAMENT SEMIS

Wimbledon is a game based around the world famous tennis tournament of the same name.

HOW TO CONTROL

HOW TO CONTROL: Use the D-pad to move your player around the court. Various shots can be obtained through a combination of button presses.

A

B

C

S

HOW TO PLAY

Hit the ball over the net. The other player tries to hit it back. This goes on until one person fails to return the ball. Then it all starts again.

Wimbledon. A name that is revered around the world. Why, just the very mention of it strikes up thoughts of Wombles. Yes, those secretive little rodents that tidy up the Common for us clumsy, hairless apes. Making a use of the things that they find, things that the everyday folks leave behind. Hey, ho, what busy little chappies they are, dressed in their little bowler hats and tartan shawls and led by dear, old Uncle Bulgaria. Why do we love them so much? What knows, perhaps it's because they all sound like Bernard Cribbins. Then again, perhaps not!

Whatever the reason, you can rest assured that when there's little to be picked, the Womblies of Wimbledon are always on the job.

But of course, Womblies aren't the only thing that Wimbledon is famous for. Nope, there's tennis.

...ice. Every summer, the finest ...sponsors of instant coffee from ...all over the World travel to ... England in order ... to win the most prestigious tennis title there is, the Wimbledon Trophy. And ...

...new Sega have released the official Wimbledon Tennis game on the Megadrive, licensed by the All-England Tennis Club itself. So grab your rackets, because it's time for Wimbledon!

WIMBLED

...e lawn. This is the grass court.

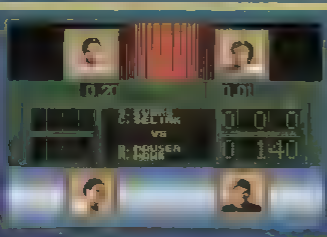
...So this must be the famous Wimbledon clay court!

COURT IN THE ACT!

COMMENT

TOM

It seems like a pretty daft idea [illegible] out a [illegible] after the tournament. Still, it wouldn't matter if the game was great stuff. Unfortunately it isn't. The problem is it's just too slow. The players feel like they're dragging their heels and the ball sometimes drifts like it's in low gravity. Also, the movement of the screen is particularly bad and often the player at the bottom of the screen becomes cropped making it very difficult to receive the ball. And to top it all, the collision detection tends is a bit ropey. Many's the time when the ball is quite obviously out, but the Umpire (with his Davros-esque voice) fails to notice it. Overall, the game isn't that bad. The graphics and spot-effects are okay and it is fairly playable. There's already a better game available, Davis Cup. Buy that instead.



ROBINSON'S BARLEY WATER

There's tennis and there's Wimbledon, the most famous tennis tournament in the world. Sega's Wimbledon Tennis lets you take part in

nesses in such departments as serve power, footwork, forehand and backhand control. Starting in the quarter-finals, the game progresses to the semi-finals and then finally, the centre court showdown. There's even a pass-

ime tournament whenever you wish.

COURT DRAMA

As odd as that sounds, [illegible] programmers have included a number of touches. For instance, the audience claps at a [illegible] shot, players break their rackets in irritation or [illegible] around to psyche out

Robinson's Barley Water-drinking ball boys on hand to collect stray balls. What's more, the players even break out in a sweat when they

FOUR-PLAY ON THE GRASS!

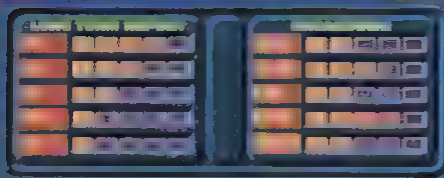
Most tennis games have a four-player option, but only a few have the connection. However, Wimbledon's four-player option has been designed for two lots of players, so it's

ister ball control,

System graphics — I could go on forever However, the game is better than Agassi Tennis in that hitting the ball is pretty straightforward and all manner of cunning shots can be executed with ease. The problem is

the computer players having superhuman responses. In the end, what's the point of releasing this? Wimbledon is now long gone and Davis Cup (even without the four-player option) is loads better.

RICH



PRESENTATION

78

▲ Some smart selection screens and an array of good game-customising features.
▼Not enough to the way of options.

GRAPHICS

72

▲ Good-looking playing surfaces.
▼Sprites with uneven disorders and some bad screen wrapping.

SOUND

58

▲ Some good ball effects and audience sounds.
▼Crumby tunes and the umpire sounds like Dennis, mentionated of the Beatles.

PLAYABILITY

70

▲ Fairly playable. The on-court assistance features make it easier to get into.
▼Screen-wrapping can spoil play. Dodgy collision detection.

LASTABILITY

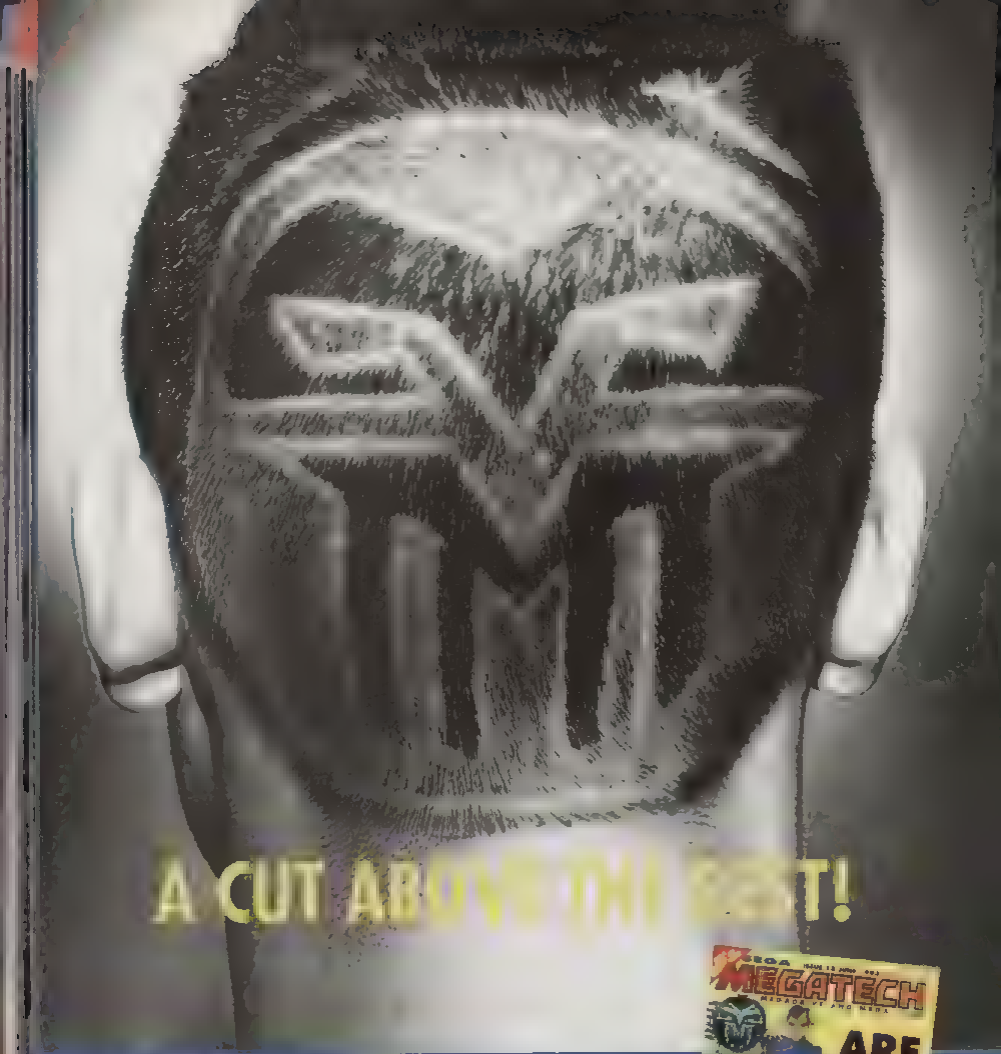
74

▲ Adjusting the skill of the players will prolong the challenge and there's the four-player option too.
▼Lack of fast-paced action soon dulls the fun.

OVI

72

A reasonable tennis game marred by a few flaws. However, Davis Cup is a far more attractive purchase.



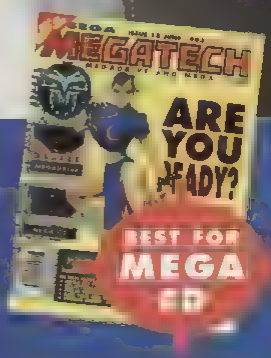
A CUT ABOVE THE REST!

Sega Megadrive and Mega CD

► Reviews from the cutting edge

Zone ► Plus razor sharp writers with Haircuts to match.

It's head and shoulders above the competition!



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POWERSTRIKE

1 PLAYERS

PRICE £24.99

BY SEGA

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: HARD

1ST DAY SCORE

585,630

A sequel to the original Powerstrike, from the team responsible for the 'Master' arcade shoot 'em ups.

HOW TO CONTROL

Jump and punch. Jump and punch using the required combination of button presses and joystick manipulation like the wind, old women!

Fire

Move Ship Speed

HOW TO PLAY

Shoot everything in sight, and collect bonuses to increase your ship's power.

...wing Compile's new shoot... ...take a short history lesson. Step back to the 1930s, and The Depression. Can you imagine millions without work, prospects and the means to support their families? Of course you can, it's just like today. In these days there was only one thing for an out-of-work, laid-off miner to do — build himself a futuristic plane please and label himself a sky pirate. Next, he makes a racket by robbing all the wealthy travellers in the other futuristic planes that, er, didn't exist in the 1930s. Okay, so the programmer's scenario is a load of crock, but it's irrelevant to the action of the game.

You play the part of a Pot Hunter, arch-enemy of the Sky Pirates, who apparently have invested a good deal of their ill-gotten gains in massive ground bases, fleets, laser-weapons, and all the other common contraptions of the early 20th century. However, ...

...get shoot-ing, in this fre... ...netic ver... ...sion... ...blaster.

TERROR: LAND, SEA AIR!

...their piratical vehicles:

LAND

STATUES
Like strange Mayan sculptures, these shuffle through the jungle, spewing bullets a-plenty.

SEA

THE FLEET
Pothunter flies above a dense shipping lane, packed with battleships. Multiple hits are needed to pull the plug on these chaps.

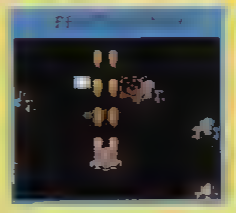
AIR

SKY SHIPS
Heavily armoured and heavily armed, their only weakness is their slow movement.

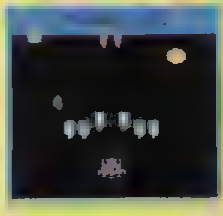
MEGA GAME

TRIP FUN

As with most shoot 'em ups, you are initially provided with a paltry weapon. Improving on it lies in collecting pods that float by, with numbers attached. The number relates to what weapon type is found inside. Each weapon may be upgraded to be more effective. To upgrade collect the same numbered pod as a weapon you already possess. Here's the weapon chart



This is no extra weapon, but collecting the pod increases the power of your main gun



A fan-shaped firing mechanism that widens as you upgrade. Good at low-levels

POTTY BOSSES

A selection of mad machines await travellers who reach the end of the level. Rather than the sleek-looking [illegible] galleys and flying saucers

COMMENT

RICH

This looks and plays brilliantly and is definitely the best scrolling shoot 'em up for the Master System The graphics are truly superb, with great definition, very smooth scrolling and masses of enemy sprites — with little or no sprite flicker whatsoever! It's an excellent blaster and tough to master too. Put simply, Powerstrike II is an essential Master System buy

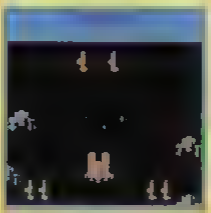
COMMENT

PAUL

Powerstrike II is one of those rare games to savour, that makes the Master System perform beyond all reasonable expectations. The creators of Robo-Aleste for the Mega-CD have worked equal wonders on the 8-bit. From the first seconds of the game there are tons of deadly sprites flying about, plus the game plays at a break-neck pace. The graphics improve as the game progresses, with all sorts of novel effects and imaginative enemies. This is just a simple blaster, but one of such quality I'd say Master System owners must get it.

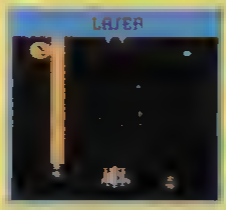
Now like on the other hand, you can go ahead and kill him. Go on.

Plasma bolts which detonate upscreen and spread out for some distance After upgrades this is a massively powerful weapon, but it starts out slow and weak, leaving you vulnerable



A clutch of impact missiles follow a crisscrossing course up the screen Fast, powerful and one of the better weapons Powers up to a six missile max

5 de-mounted missiles seek out the nearest on-screen targets At low levels this leaves you vulnerable.



A solid beam weapon that looks impressive, especially when upgraded A maximum of three 'options' may be tagged onto your ship for quadruple lasers

Circular energy 'blobs' scoot [illegible] and attack the nearest target This is an erratic and weak weapon and best avoided

PRESENTATION

86

Four levels of skill make the game accessible to all levels of player. Intro and other options.

GRAPHICS

90

[illegible] different enemies, and an amazing amount of Robo-Aleste [illegible] Some of the backgrounds are a little fuzzy, making bullets hard to spot.

SOUND

90

[illegible] spine-tingling screen shots sound just like coin-op blaster music. Excellent sound effects.

PLAYABILITY

92

[illegible] but fair action drags you in totally. There [illegible] [illegible] Amazing progression [illegible] progression.

LASTABILITY

93

The action starts to get very fast indeed, and there's a massive four megs of Powerstriking in the cart.

OVERALL

92

A completely berserk blasting classic that breathes new life into the Master System In a different league from other Master System releases and an utterly essential addition to your collection.

1 PLAYER

PRICE: TBA

BY: PSYGNOSIS

RELEASE: OCTOBER

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 2
RESPONSIVENESS: GOOD (BUT QUIRKY)
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE:
BEACH LAKE

Puggsy is an addictive character. The game incorporates old platform elements with a new puzzle-based environment.

Left and right moves Puggsy in those directions. Up to the Puggsy jumps, down to crouch makes Puggsy button-bounce. When a moving platform, up and down adjusts the speed at which Puggsy moves it.

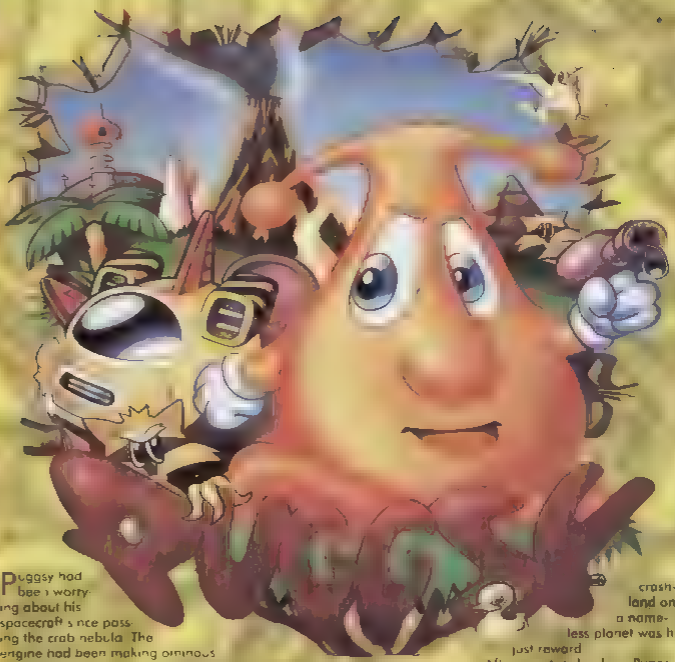
Use Object

Drop Object

Jump

Pause

Reach the craft by finding the exit in each level. Using objects to solve puzzle is a vital part of exploring. Unfriendly natives patrol each level.



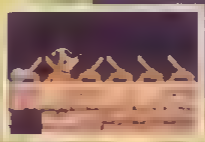
Puggsy had been worrying about his spacecraft since passing the crab nebula. The engine had been making ominous sounds for about three microns now. No wonder the wooden-hulled crate was well past it (Puggsy had considered dumping it at the Little Chef on Alpha Centauri and not writing a Ford Space Escort XR3i. But instead, our law abiding lobe-lugged friend had soldered on... and the approaching crash-land on a nameless planet was his just reward.

After a watery landing Puggsy found his ship surrounded by some very curious raccoon people. Puggsy had hoped the mammalian natives would assist him in returning to space. Instead they steal his ship and place many (levels of) obstacles in his way. Oh well, phasers set to kill.

A LOAD OF BALLS

One short chapter from Puggsy's travails occurs in the Redwood keep. Faced with blank walls and no apparent exits, Puggsy conspires to use a load of balls to escape. Read on...

PAIN CLAW
A group of blowers separates Puggsy from a mysterious blue key. Reaching it means using the beach balls.



SWITCH PALACE
Puggsy finds a suspicious row of switches. The remote device lets him see what they do.

KEY WEST
A tube of minty-looking balls is unleashed by the key.

CLEVER OR WOT?
The right arrangement of switches, a ball dropped through the gun, and the wall disappears!

ISLE BE THERE

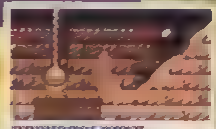
The landmass that Puggsy has alighted on is a compact island, which covers [illegible] of habitats and [illegible] progressively [illegible] the levels become [illegible] with more [illegible] Finding each [illegible] on the map [illegible] trail. Some trails lead to dead ends, others to short-cuts

SPLINTER TOWN

THE PYRAMIDS

THE BEACH

ICY MOUNTAIN



If you can explain what is going on here please write in. I haven't got the foggiest

Well this is the house of straw so where are the three little pigs?

COMMENT

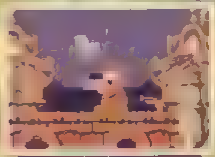
GUS

Space aliens, bum-bouncing and platforms. Sounds like recipe for disaster. Well, Puggsy is no such thing. In fact, it's crackin' acel That's a conclusion you might not come to immediately, since mastering the control method is a struggle early on, and some of the early levels are bland and untaxing. From the beginning, though, the graphics cannot be faulted — they are truly excellent in detail and design (although Puggsy himself is a tad nondescript). Just bear with the game and it soon provides taxing, logical puzzles that are very satisfying to solve, and show some imaginative game structure for once. Even better, the difficulty level increases quite sharply, so the password system doesn't spoil the game. This is the first real arcade adventure since Ecco, and knocks spots of previous Pygnosis efforts like Shadow of the Beast I & II. An island well worth exploring.

COMMENT

LUCY

Visually, Puggsy is a dream — the backgrounds are magnificent and the sprites are large and well animated. I found Puggsy fairly tricky to control a lot of the time. It's a damn big game as well, with loads to do — only problem is, although there's masses of objects to interact with you don't really need to to complete the level so they end up being superfluous. The main thing you need to enjoy this game, apart from a lot of tolerance of the cheesy tunes, is a whole heap of patience because although, as Gus says, the puzzles are fairly logical, the actual execution of some of them drives you round the twist like when you're trying to cross a pit via some bouncing balls, will he stay on? Will he hell! I can envisage many people just giving up in disgust (as I did) but for arcade adventure freaks, this is definitely one you'll want to see.



▲ *Thrill as Puggsy stands adjacent to a small, well-crafted wooden box.*

BOX CLEVER

Small hints boxes offer clues to what you should be doing. Open the box and a flickering outline of an object vital to solving the level appears.

DIANA DOORS

Points and lives are available if you take an object with you as you leave the level. Some rare artifacts are worth much more than a simple shell or a used gun. Search levels for valuable looking items.

DART GUN

FAST SHOES

LIFE

ANY OBJECTIONS?

Puggsy features a comprehensive system for moving things — objects — there aren't as many as 20 on a single level. Grabbing objects with either hand, throwing them to the right place earns points and you'll need to make discoveries. Objects are subject to a physical series — with gravity, inertia and weight. Puggsy may not jump as far, depending on its weight, when carrying a heavy object and you'll need to use this to your advantage. For example, if a rock is too heavy to pull Puggsy over a ledge, he can get a grip on it, pull it to the platform and then leap over.

Puggsy shows his purple handbag to a fan. Intriguing.

Keep an eye out for levitating whelks.

If... if only Puggsy could just insert the key in the lock..

TAKE ME TO YOUR LEADER

Each area of the island has a boss controller that blocks Puggsy's progress. There are five in total, including a pirate parrot on his rocking galleon and a massive raccoon King who has the Beadle-esque ability to drop his hands at will. Polly needs to be slapped with a wet kipper, but killing the King is done by using a complex set of switches and rolling balls.

I don't know, I think it's a little too short in the arms. What d'you reckon Puggsy. Oi pay attention!

PRESENTATION 93

▲ A wonderful intro shot, and very pretty presentational touches and variation. Also, a password system which doesn't ruin the game.

GRAPHICS 92

▲ The visuals have that familiar Psygnosis feel – flat but extremely detailed and a bit retro. Those work better than on any other of their games.
▼ Sprite animation (except on Puggsy) has a low priority.

SOUND 82

▲ Pleasant enough tunes and FX.
▼ The music never [illegible] atmosphere or reflect the setting.

PLAYABILITY 90

▲ The puzzles are always logical, but sometimes devious. Shooting the animals is just as much fun.
▼ Requires some patience, as some puzzles involve a lot of to and fro-ing.

LASTABILITY 97

▲ 17 different areas, and the game becomes much harder.
▼ Curiously, some levels don't need to be fully explored to be completed. The bosses are quite simple to overthrow.

OVERALL 89

A sterling arcade adventure that rewards patience and perseverance. Has its pet hates, and frustrating bout often, but...

1 PLAYERS

£24.99

SEGA

RELEASE NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: YOU
SKILL LEVELS: 1
RESPONSIVENESS: OK
GAME DIFFICULTY: HARD

1ST DAY SCORE

1,545,600

Flash is a DC Comics [illegible] this is a platform game. Control and weapons.

The D-Pad moves Flash along the platform. Up and down makes him jump higher or drop to lower platforms.

[illegible]

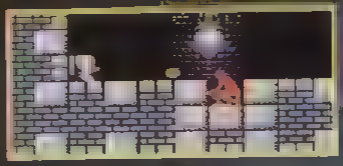
Jump

HOW TO PLAY

Reach the exit sign at each level to [illegible] Beware of Trickster, Rookie and Mark Iverson.

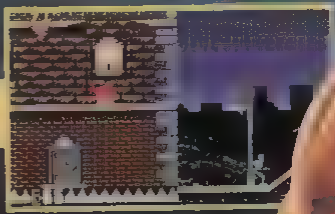
Pity the minor super hero. While Super Man and Spider Man flaunt themselves on the Comicworld stage in cape, tights and spandex, more modest characters like the Flash receive scant recognition. At an early age he discovered he was the fastest 'thing' in the universe, which meant he always won the Egg and Spoon on school sports day.

But even though he grew up using his powers against the forces of evil, he never got the recognition of his DC and Marvel counterparts. He became a specialist hero. Thinking it was because he sounded like a disinfectant, he even considered becoming 'Zap', until the famous non-scorching vacuum cleaner appeared. Probe's surprise Master System release could be his final chance to steal some glory, as he battles The Trickster, so chase him.



CITY CENTRAL

The Flash's headquarter's are at Star Labs, located in the heart of Central City. His surveillance babe alerts him to the acts of the Trickster, who is systematically robbing the gem vaults for campaign funds.



FLASH IN THE FRYING PAN

Flash starts off in the inner city, in the midst of the Trickster's campaign to be elected mayor. Thugs are waiting on the rooftops for our speed freak, throwing bottles of Bacta and penate pasters when they see him. Flash has to watch out for the spiky traps that lurk below innocent-looking pavements. Plus the threat of the deadly traffic cones!

FUN FACTORY

The second levels are set in a theme park which is more unfair than Fun Foir. Flash is at home on the Switchback, but flying saucer patrols lurk. Crusher gates must be negotiated on this level, but both scatters have many secret passages that bypass most of the dangerous bits.

COMMENT

GUS

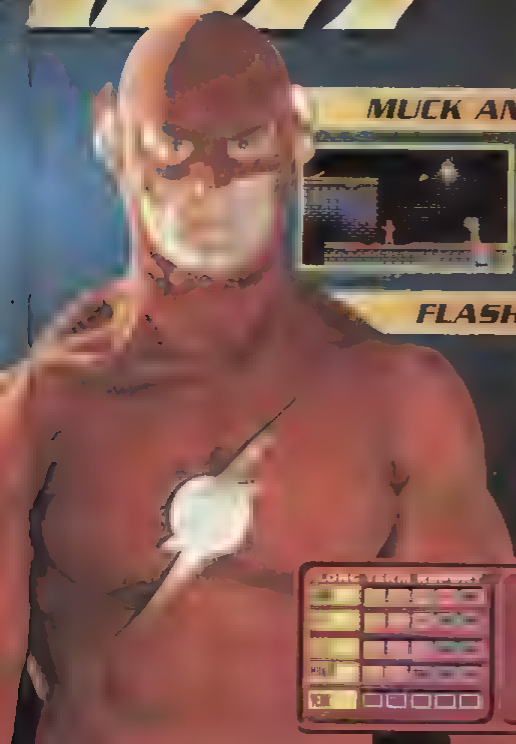
Sometimes games lie upon a knife-edge of like and hate. I've felt both ways about Flash whilst playing it. It looks quite good for a Master System game, not as polished as Mickey Mouse or Sonic, but plenty on-screen and fast-moving. The levels are large and have more than one route, which gives a sense of space and freedom to the game. Secret passages, and a range of bonus items add variety to the speedy platform format. Right, that's the like part. But sometimes this game is bonkin' infuriating! The traps can be nasty, and the aims of some levels obscure. Some hair-tearing is guaranteed. Occasionally it looks and plays crap, but on balance Flash is really quite cool.

COMMENT

RICH

I agree entirely with my reviewing colleague on this game. The Flash is a fast, highly playable platformer romp with some decent, well-defined graphics and okayish sound. Whilst some liberties appear to have been taken with both the character (The Flash is a lot slower than his comic counterpart) and reality (Flash symbols and spikes in city streets?), the game has got it where it counts. Yes it is a tad frustrating at times, but it's almost certainly one of the better Master System games we've had in for review recently.

FLASH



MUCK AND BRASS

The second level is an underground. Carved heads almost eddie-level flames, and other grotesquely gruesome motifs. Razor-sharp rocks across like rows of teeth. Finding the exit becomes a hunt for the obscure, requiring sewer skimming and lever-pulling.

FLASH MAN

Flashy powers are based around speed. He can jump buildings, sometimes helping to end of springs. Pressing the direction of movement twice puts on a super speed. His first attack is a spin move, which wastes most enemies. Flash also carries a molecular disruptor, which kills from close range.

PRESENTATION 76

▲ There's a lot to cash based.
▼The graphics aren't very well-coloured, and looked slapped together.

GRAPHICS 82

▲ The sound programmer has at least experimented with funky grooves.
▼Sadly on the MS, the blip-blip effect reigns.

SOUND 75

▲ The speed is certainly in bloo hedgehog territory. Challenging levels too.
▼Frequently annoying, and some crap levels.

PLAYABILITY 86

▲ The control method is very straight forward. This makes exploration very rewarding!
▼The RPG overtone to the battle scenes isn't as rewarding as the usual beat 'em up fare.

LASTABILITY 81

▲ Enough power-ups and bonus rounds to give a reasonable flash'n'a game lasting.
▼Discovering the secret passages shortens the game. Levels are easy to learn.

OVERALL 84

A solid platform game with sneaky levels and a good feel 'feel'. Nothing 'flash' in terms of presentation, but there's plenty of game.

CHUCK ROCK II SON OF CHUCK ROCK

1-2 PLAYERS

TBA

BY CORE DESIGN

RELEASE SEPTEMBER

CONTROL: JOY PAD
CONTINUES: EARN 'EM
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

Overall 8

ORIGIN

You'll never guess what—this is the sequel to Chuck Rock believe it or not.

HOW TO CONTROL

Anyone who's ever played a platform game should have a fair idea — as the D-pad moves left for left, right for right etc.

Balance on club/climb on beast

Bash

Jump

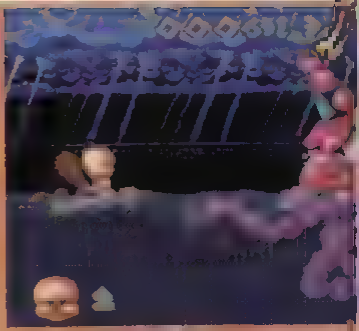
Pause

Guide Chuck around the levels, leaping enemies, collecting goodies and generally having a good time.

Chuck Rock was always a man who knew how to make a buck. Seeing that civilisation was forever demanding more sophisticated forms of entertainment, he came up with an idea that was to revolutionise theme parks beyond prehistoric man's wildest dreams. By capturing a 20th Century mosquito that had somehow found its way into a time warp, he was able to extract the blood it had drawn from a tall, orange species, separate the DNA and thus pre-create a monster from the murky pond of the future. To ensure that these new monsters were contained and unable to put Chuck's contemporaries in danger, Chuck set up a vast reserve. It was massive. Thousands upon millions of curious needlethairs flocked to see sights they could never have imagined. They flocked to discover the wonder and mystery of the future. They flocked to Cow Park.

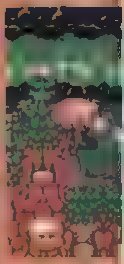
Cow Park made Chuck more bucks than he could imagine and after he sold film rights to some bearded git he made even more. But jealousy has been part of man since the dawn of time and it wasn't long before Chuck was mysteriously missing. As the Rock family soon discovered he had been kidnapped by a certain Brick Jagger who has since taken to demanding vast portions of Chuck's wealth. Having a devoted family as Chuck does, the rescue is down to his son — six months old and mean with it — and armed with a club bigger than himself. It's down to the bambino to do the family name proud once again.

This Megadrive platform game sees Chuck Junior bash his way through six levels, each one split into a number of zones. As well as clubbing the endless enemies on his tour, there are plenty of power-ups for Junior to collect, a whole variety of creatures to use as transport and bonus levels to master. So save Daddy and save the day!



The basis of 1000 mother jokes

Awesome parallax here.



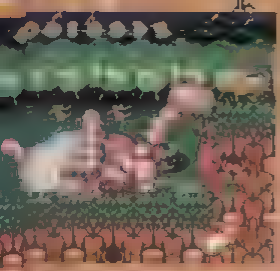
It's a stream.

Intriguing... no, fascinating.

Enormous dinos of vast proportions await.

PUBLIC TRANSPORT

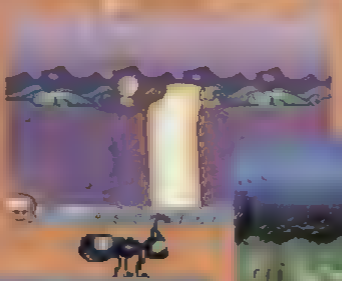
While most of Chuck Junior's environment is swamped by creatures bent on thwarting his rescue there are still some souls who have their hearts to help the valiant toddler out Junior can jump on a host of animals and ride around on them. This might enable him to reach power ups otherwise out of his reach or mean he is protected from spikes or enemies in the case of the prehistoric ostrich It means that Junior moves a lot faster and is able to make giant leaps

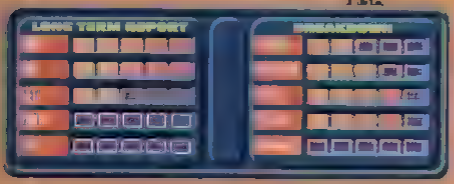


Son of Chuck gets into watersports.

ON THE CLUB SCENE

Junior has his father's talent for clubbing and it's a good job too because he has to make use of it very often indeed On top of the usual forward strike Junior can also bash downwards by jumping first Another little trick that the clever half pint is capable of pulling off is balancing on his club This ability comes in useful when Junior finds himself faced with objects moving towards him that he can't destroy like boulders or spits of fire He gets on his club and they fly right by leaving him unharmed At one stage Junior can even set fire to the end of his club to see what's going on in dark caverns





Chuck makes the fire hydrant shoot off

Son of Chuck gets up to more tapering.

COMMENT

ROB

This is very slick indeed. As can clearly be seen by the screen shots Chuck Rock II scores full marks for graphics. It's swarming with colour and crowded with huge detailed sprites. There are loads of clever and amusing touches - the Brontosaurus eating a caveman, enticing monkeys with bananas, the level that takes place purely in torch light and so on. The gameplay reflects an equal devotion to quality, the controls being quick and the movement smooth. Beneath all this though, Chuck Rock II is still just another platform game, borrowing all of the previous tried and tested techniques and offering nothing new to the genre. It is a fun game to play, but if you're very familiar with platformers the whole thing will no doubt seem very out worn. Chuck Rock II manages to avoid the trap of making everything too simple (although it's best to avoid the easy level) and there is genuine incentive to make progress, but once I had made it through much of the game and got over feelings of smug satisfaction, there's no getting over the fact that this is just another game likely to join the platform mountain. If you feel you're short on platform experience Chuck Rock II won't fail to fulfil. If, on the other hand you've already had a gutful, I can't see how this game will prove all that different.

COMMENT

PAUL

Yes it's another platform game, but let's not get all narrow-minded about such a stone-aged concept! There are many original features lurking in Junior's prehistoric journey and hundreds of sight gags to accompany them. Junior himself is a laughably cute character but, as with his father's quest, the humour doesn't stop there. It's like playing through a Flintstones cartoon as scruffy looking dinosaurs are batted about the head, rocks smashed and monkeys fed to great effect. All this prevents the action from being overly predictable. To further this cause the bonus stages are lively and fun, adding variation to the overall mix of good taste. Son of Chuck is quite different from the usual standards set by platform games in general. It offers some new ideas and presents them all in as fine a way as possible. Though Son of Chuck hasn't made me go ga-ga it didn't take much for my growing to like it a great deal. Check it out.

BONUSAURUS

There are a number of bonus levels in Chuck Rock II that enable Junior to accumulate more life. The first bonus screen involves Junior jumping on the back of particularly spongy animal and trying to knock all the apples from a tree. The second bonus section is a little water race involving lots of rapid button bashing. Another bonus stage involves the old button bashing technique again as Junior takes to carving out a figure [illegible] there is [illegible] where [illegible] is over.

"Knock off" all of the apples in order to beat the bonus round.

OBJECTIONS

There are a number of items that Junior can either pick up or make use of on his travels. Here is a selection of some of them.

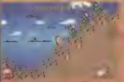
MILK BOTTLE: [illegible] Junior's [illegible] between blocks and other obscure places [illegible] check every [illegible]

[illegible] These simply give Junior bonus points that are converted into extra life when he scores enough.

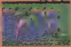
BABY HEAD: This provides an extra life. [illegible]

[illegible] To state the obvious, these only prove useful when there are monkeys around. They can be used to entice monkeys to a particular spot where Junior can jump on them and then onto something else

ROCKS: Certain large [illegible] avoids injury.



An intriguing insight into Stone Age life.



Jurassic swimalong in action.

PRESENTATION 82

▲ [illegible]

GRAPHICS 88

▲ Huge sprites, well detailed and original backdrops, groovy animation [illegible]

SOUND 78

▲ Typically plinky-plonk tunes and plenty of well produced sound [illegible]

PLAYABILITY 85

▲ Very easy to control and the response is quick and smooth. No problems with collision detection and so on.

LASTABILITY 76

▲ There are enough levels and things are tough enough to keep you plugging away for a while.
▼ As is the problem with platformers, completion leaves little [illegible]

OVERALL 82

A highly polished platformer with all of the extras you're likely to find these days but that said it's been seen before many a time.

YOU WON'T SEE ME WITH SPOTS.

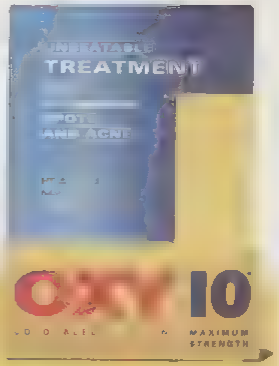
Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy® Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

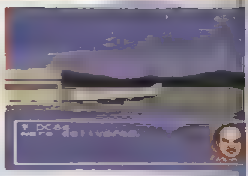
HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. ®OXY and OXYCUTE 'EM are trademarks

OXYCUTE 'EM!

AEROBIZ



COMPETITIVE ELEMENT

Aerobiz is for one to four players. There are always four airlines competing, with the computer controlling any vacant slots. Each player selects a home city to start and begins to create a network from there. At the end of each quarter and the year, a comparative graph shows the performance of each airline. The winner is the player who reaches the goals of profit, passengers and cities first. There are five computer difficulty levels.

1-2 PLAYERS

PRICE: IMPORT

BY: KOEI

RELEASE: TBA

CONTROL: JOY PAD
CONTINUES: SAVE
SKILL LEVELS: 5
RESPONSIVENESS: SLOW
GAME DIFFICULTY: MEDIUM

LINK 16 CITIES

KOEI are established strategy programmers. Aerobiz is original, but has elements of RISK, and Railroad Tycoon.

MOVE CONTROL

The D-Pad moves the select along the icon bar, or the cursor across the world map. The D-Pad increases or lowers on screen numbers (fares, flights, planes etc).

A: Select/Map Cursor

B: Deselect/Options

C: Select/Choose

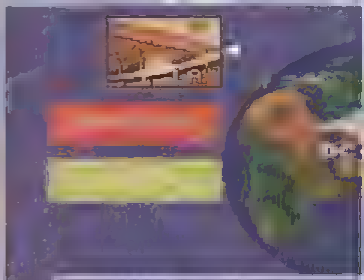
S: Pause/Function

HOW TO PLAY

The game plays in your question. Buy, each set up and maintain routes. Your end goal is to be the biggest and most profitable of the four airlines.

Since the 1960s, jet airliners have revolutionised global travel. Much as they are an essential part of the modern world, there are aspects of air travel that leave us all feeling helpless and frustrated. Who is it, for example, that always schedules the Three Amigos as the in-flight movie? Are those miniscule cans of coke really meant to quench your thirst? And why do you always need to go to the toilet as the duty free trolley passes, and your progress to the back of the plane is made at a funereal pace?

Aerobiz [illegible] of these searching questions. But it does allow you to set up and expand an airline of your own. Routes, fares, hotels and buying fleet is all your responsibility. The only thing you don't have to choose is chicken or roast beef. Join the Mile-High club.



The first thing to do is establish a route. For this you need slots. You have three target airports who travel the world arranging slots at any of 22 cities. Each slot enables one flight to fly from that city. Slots take three to nine months to arrange, and their are a limited amount, depending on the airport's size.

Hey, it looks just like one of these string sculptures, but on a global scale!

COMMENT

GUS

Few games look this cack, but all the memory and programming effort has gone into a complex and realistic simulation that I haven't been able to stop playing. Despite the complex rules, it's incredibly easy to pick up. It might sound a tedious idea, but with multiple players it soon turns into a commercial battle, with all sorts of dirty tricks used to boost profits and put your opponents out of business. The control system makes play a little slow and laborious at times, but it's clearly set out. There's loads of depth to this simulation, but the most important fact is that it plays in a logical and rewarding way. Only strategy boffins will appreciate the quality of this purely strategic game, but it's a real gem.

COMMENT

TOM

Believe it or not Aerobiz is a pretty good game. Plotting your flight routes, reaping in the cash, raising prices, laughing at your sad opponents as they fail to match your expertise and then suddenly they're using YOUR routes and stealing YOUR profits. It really gets your mind racing as you try to think your way out of a situation, advertising flights to the next Olympics or even cutting into the opposition's profits with your own cheap flights. It's strangely addictive in one-player mode, but the real fun is playing against human opponents and beating them into the ground. Guaranteed to turn you into a power-hungry, devious worm. Definitely one of the better strategy games on the Megadrive.

Ok chief, don't let us stop you...

Indeed it was. Bring on the dancing girls forthwith!

ROUTE CHANGE

Setting up a route demands several considerations:

PLANES

What type of plane to fly
Distance and passenger demand affects this

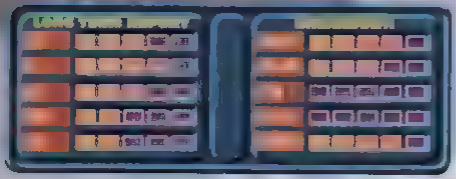
FLIGHTS

How many flights each week?
You need one slot at each airport per flight Running routes with few flights is unprofitable

FARES

How much to charge If you have a monopoly you may charge extortionately, but passengers may still stay away
A route costs money to open and shows as a black line on the global map If the line is in competition, it glows yellow Loss-making routes show up in red

Eek, that Gus is a clever lad!



PIRATES

Eventually, winning means more than running profitable routes it also involves cutting the opponents' throats. When routes go into competition, a moving graph shows how passengers are moving from one company to another All sorts of factors (mainly price) influence the shift

PRESENTATION 87

▲Two save games, some pleasant intro shots and a very clear presentation.
▼Playing the game is quite slow, due to unnecessary messages and slow text-typing.

GRAPHICS 43

▲The power save map looks good when it fills up.
Lots of nice little touches and 'funny' graphics.
▼ Okay, this game isn't up for any graphics awards, it is very poor.

SOUND 40

▼ Some might call it interesting and original, but the 'Mir' music drives you mad after a while.

PLAYABILITY 85

▲ Setting up is surprisingly quick. No two games ever develop the same.
▼Action-free in the conventional video game sense. Has the 'niche' appeal of simulations.

LASTABILITY 91

▲ Aerobiz is going to be a consistently played part of your collection.
▼ You might get frustrated playing against the smart computer opponents.

OVERALL 90

A quirky idea, even for a strategy game, but Aerobiz is a total triumph. One of the few boardgame-like Megadrive games that comes off, Aerobiz is strategy heaven.

1 PLAYERS

PRICE: TBA

BY: VIRGIN

RELEASE: TBA

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE
REACHED RACE 20

DR
Super Off-Road is a conversion of Leland's popular three-player truck racing coin-op.

HOW TO CONTROL

Use the directional pad to steer your truck left and right. The A button is the accelerator and the B button fires your nitros. There are no brakes, silly!

1 Accelerate

2 Fire nitros

Race against four other trucks on a number of gruelling courses using your prize money to build up your truck.

▲ Super Off Road. It's got some small cars in it. It has.

Do you remember the days when Super Off-Road was better known as Ivan 'Ironman' Stewart's Super Off-Road? What ever happened to the Ironman? Well, Ivan was abducted by alien scientists! Yes, it's true. The dreaded Ironmen at Xantos, impressed by his off-road antics, beamed Ivan to their home planet to take part in their gladiatorial games.

The only way to escape from the planet is to race against three other opponents in a series of mind-blowing truck races. Should the Ironman fail, he will be fed alive to the fearsome Skrangbeast, the most painful death in the Universe. So, fasten your seatbelt and take to the ... with Ivan at the wheel. Ivan's trusty sidekick, Bucky 'Steering' Boyd, is winging his way to the rescue. "Keep it clean" Ironman!

A HARD DAY'S TRUCKIN'

Unlike the coin-op, this Master [illegible] two-players to compete at any one time. Don't worry though there are always four trucks in each race courtesy of the computer drivers. The one to watch for is the villainous grey truck, driven by Slash. This nasty character is always topped up with plenty of nitros making him a force with which to be reckoned. Then there's the blue truck driven by Tanya. The drives of the yellow truck, a Scottish he[illegible] never appears on the podium so you never see his name. Big prize money is awarded to the winners of each race, so every one's a winner in this game, except for craddy old yellow in fourth.

COMMENT

Well, it's been on just about every system under the sun so it's about time we saw Super Off-Road on the Master System and the result is excellent. This conversion is about as close to the coin-op as you could ever hope. The graphics are brilliant and the trucks move around the screen at an incredible rate of knots. What's more the controls feel just right as you power your truck about, powerslide off ramps into the air, bouncing off the walls. It's spot-on.

The tracks are different from their coin-op counterparts. However, this game's main problem is that it's a little too easy. By scraping all your credits for each right at the beginning, you can notch up your top-speed to the max, making it fairly easy to beat your opponents even on the HARD settings. This is a problem in two-player mode though. Overall, Super Off-Road is a highly impressive conversion. If you're a fan of the coin-op, you'll love it.

And occasionally it's got a swimming pool in it too.

But, at the end of the day, it's mainly a game that concentrates on things of a small car-type nature.

NEW TRUCKS FOR OLD!

The truck you start the game with is more than adequate at the beginning, but as you progress through the game it's important to keep the performance of your vehicle up to the standard of your opponents'. By using your cash winnings, you can purchase new parts for your truck from the Super Off-Road body shop. Cheapest on the menu are Nitros at $10,000. These temporary turbo-boosters help power you through the race, but the real experts'll invest their hard-earned bucks in more permanent additions. Grippier tyres, better accelera tion and shock absorbers are all up for grabs, but most useful of all is an increased top speed. However, it doesn't come cheap at $100,000 a shot!

PRESENTATION 78

▲ The street sequences are very faithful to the coin-op.
▼ Not much in the way of options.

GRAPHICS 90

▲ Another case of home of the original graphics. This could be a Megadrive game. If it weren't a Master System game, that is.
▼ There's only so much you can do with brown backdrops.

SOUND 69

▲ Racey, but simple tunes accompany the action.
▼ Not much in the way of spot effects.

PLAYABILITY 90

▲ Simple, but addictive gameplay makes this game fun from the onset.

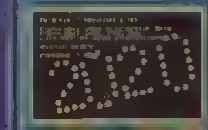
LASTABILITY 72

▲ You'll come back for more two-player fun.
▼ A bit easy in one-player mode.

OVERALL 82

An excellent conversion of the coin-op. Brilliant fun! Its only fault is that it's a bit too easy.

SUPER BASEBALL 2020



2 PLAYERS

£49.99

EA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Leadzapoints

A straight conversion of the Neo-Geo arcade game of the same name, funnily enough.

HOW TO CONTROL

The D-Pad moves your players about, the buttons have various roles depending on your team's current possession.

A Shoot/Throw ball/Jump

B Move on to next

C Step the ball/Slide

S Start/Pause/Options

HOW TO PLAY

Players must bat, pitch and field in an attempt to score runs by getting players around the board and 'home'. The team that scores the most points are the winners.

▲ *Cue crap fishing joke...*

Super Baseball 2020 is an international league bringing together men, women and even robots in one all-new and sparkly stadium, the 'Cyber Egg'. Things have got a bit warped here in the future, what with cladding players in armour to enhance their natural playing abilities, and replacing salaries with on-the-spot cash prizes. Novelties aside, all of the usual Baseball rules apply, which means lots of incomprehensible phrases like 'line drives', 'screwballs', 'the foir zone' and 'the foul zone' – all destined to leave Baseball virgins very confused.

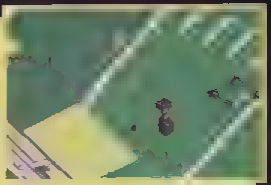
There are two leagues with six teams in each. Victory in the league means the Super Baseball 2020 Championship game against the victors of the other league. Each team comes with a unique set of teams, some with strong pitchers, some with wild hitters, but any team can be improved by purchasing power-ups. If a player gets fed up with striking out in the league, there is always the opportunity to challenge a friend in the two-player mode. At the end of the day who knows if Super Baseball 2020 will be a field of dreams or nightmares!

COMMENT

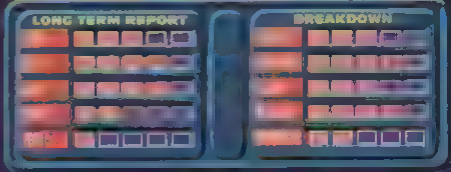
ROB

I was keen to get into Baseball! The neat simple touches seperate it from other Baseball games on the Megadrive and the 'easy to control' nature of the game means that initially there is a lot to get enthusiastic about. The graphics succeed in conveying the Baseball-ness pretty well, and the use of close-ups adds to the thrill. Having settled in to 2020, though, I got the feeling that much of it is a bit of a hit or miss affair. In batting and pitching, it seems as much luck as skill that ensures success. I never felt like I was consistently in control of my team. The more I played the more I felt I was properly getting to grips with my team but the level of control still left me a bit bemused. In two-player mode 2020 proves a lot more fun and it is here that Baseball fans are likely to get the most out of it.

POWER GAMES

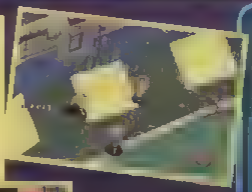


Providing a team has acquired enough cash they can make buy power-ups to improve either their batting or pitching abilities. Once the power-up has been allocated to a player that player starts to glow and their skill and strength immediately improves. It is always best to save power ups until they are tactically necessary. There isn't much point in increasing the ability of a player who is already very good. Power-ups are generally best for players who have come into the game as replacements for injury.



JUMP AROUND!

Because all of the players wear special equipment there are a few little tricks they can pull off, one of which is an uncanny ability to jump exceedingly high. This means that hits that would otherwise be heading for the stands can be reached. The best way to judge when to jump is to watch the ball's shadow on the pitch. There are jump zones that line the fences and enable the fielder to jump even higher than normal in an attempt to catch the really big hits.

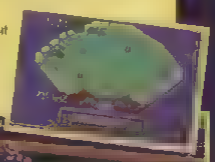


▲ Ok you lot, move away from the sand pit.

▲ Rich Leadbetter comes in to bat.

AS FRANK CARSON SAYS...

That's a cracker! Well, it's Baseball jargon for a land mine actually. Just to spice up things in the field every new inning sees the placing of crackers, spread at random on the pitch. If a fielder hits a cracker it quite naturally explodes and temporarily disables the player. A map of where all the crackers are situated is shown every time new mines are placed. These mines sit visibly on the pitch so unless there are loads of them, or you're blind, there isn't much chance of one exploding.



▲ That girl's got a lot of balls, I know!

COMMENT

RICH

this real-gameplay [illegible] about every [illegible] Baseball [illegible] on the Megadrive [illegible] believe that Super [illegible] 2020 is probably the best of the bunch. The futuristic scenario adds to the game's atmosphere and all of the [illegible] are excellent. The problem I had with the game is that I just couldn't get my pitches together as regards hitting the ball! It all seemed rather random. When I did hit it, there seemed to be a 70 percent chance I'd get caught or run out! I think with more practice I might have it licked, but I just didn't seem to have the firepower to persevere with the game in one-player mode. For two-player mode it runs into the sport, this is the definitive Baseball game for the Megadrive at the moment. But is it worth the wallet-busting £50 price tag? I don't think so.

PRESENTATION

85

▲ There are plenty of options and screens are clearly and simply presented. Excellent between-screens showcase.

GRAPHICS

86

▲ The animation and scrolling are both very fluid. The overall appearance of the action is attractive.

SOUND

78

▲ There are some realistic sound effects.

▼ The music proves quite [illegible]

PLAYABILITY

75

▲ The controls are easy to get to grips with.

▼ Much of the play seems to be a bit hit and miss.

LASTABILITY

30

▲ Players will have stable fun in two-player mode.

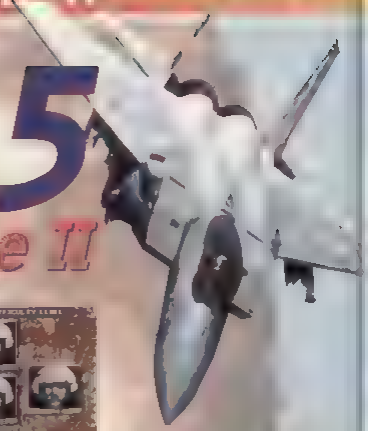
▼ The lack of real game strategy means it frustrates after a while.

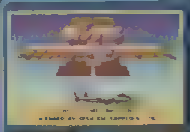
OVERALL

77

Probably the best Baseball game on the Megadrive and a lot more fun in two-player, but the lack of complete control over events leaves you [illegible] frustrated.

F-15 Strike Eagle II





1-4 PLAYERS

PRICE: £44.95

BY: MICROPROSE

RELEASE: SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 4
RESPONSIVENESS: OKAY
GAME DIFFICULTY: HARD

1ST DAY SCORE

4730

ORIGIN

Microprose have been making computer flight sims for years. F-15 II is their first Megadrive game, based on the Amiga and PC versions.

HOW TO PLAY

Joypad directions are as plane controls — pitch and yaw. Use joypad also makes to manoeuvre. Select and release deadly missiles.

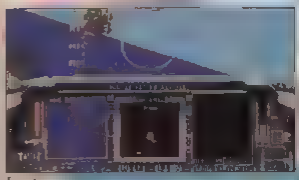
Select a mission, then destroy the primary and secondary targets and return to base. Promotions and passwords are given for success.

All around the world, conflagrations erupt like fiery cancer. America stand firm! From the Baltic tensions of Lapland facing the new Russian republics, to the continuing struggles of the Middle East, there is only one Superpower remaining with the might, and will, to strike out.

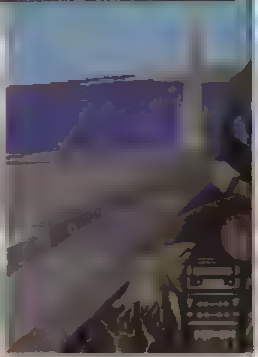
The messenger of America's displeasure is the F-15, a gleaming testament to man's inventiveness in the business of destruction. The world's greatest jet fighter. This new simulation enlists you in the Air Corps, flying one of these babies through six war zones, in countless missions against designated targets. The stark choice of promotion or a military funeral is decided by your flying skills.

HOLIDAY DESTINATION

There are six theatres from which to choose. Each has a variety of mission difficulties, depending on whether you pick Rookie, Pilot, Veteran or Ace. There are two European areas — one which recreates the now defunct threat from the Warsaw Pact nations, and another based in Finland/Russia. The familiar Middle Eastern trouble spots are featured, with you flying to bomb Damascus from Cypriot/Israeli bases and then giving it to Saddam from airfields based in Bahrain. The nostalgia trip of post American involvements finishes up in Vietnam. Most of the weaponry you face is standard Soviet equipment: Sam-8 rockets, Mig-29 and Mig 25 fighters.



▲ *Press START to continue, you must press START to continue. Yield to my will...*



Hello, I'm Judith Chalmers. Welcome to Wish you were here.

Missions are compiled from a list of potential targets, with a primary and secondary selected for each run. This gives a random element to the game, with hundreds of possible target combinations. The more you play, the further you have to travel. Luckily, the game has a 'Time Warp' facility to speed up travel over long distances.

COMMENT

GUS

F-15 is the second serious flight sim, after Mig-29, and it's better. The update isn't as fast, and graphically, the game is quite drab and indistinct, but the handling of the plane is more responsive and logical than Domark's effort. To be honest, even though I found F-15 to be well put together and strong on detail, I got quite bored playing it (though not frustrated). Despite having six theatres, you spend your time interacting with much the same weaponry, and not the landscape. In this way it lacks the variety and interest of LHX Attack Chopper, which is still the best flight combat sim on Megadrive. Flight fans should still take a look.

COMMENT

RICH

This was originally a brilliant PC game and the basic concept of the game has translated well to the Megadrive. Although the action is a tad on the 'samey' side, there are plenty of missions to undertake and different difficulty levels to heighten the simulation's accuracy. So, F-15 is rather smart eh? Well, um, not exactly. The PC version was absolutely fab... on a swift mega-spec PC, but was very slow and jerky on a less impressive machine. The Megadrive just doesn't have the raw mathematical power to bring this game off. The result is a simulation that's slow to update and doesn't exactly convey supersonic speeds! A nice try though and better than Domark's MiG-29 — but EA's LHX Attack Chopper is still the ultimate game of its type.

VIEW TO A KILL

In common with other flight sims F-15 lets you toggle your view point of the game at any time The range of views is about the most extensive yet you may look in any directions from your plane as well as going external and following the track of your missile or seeing the 'chase' view of your plane

CHUTE TO KILL

If the heat's too much, your plane has an ejector seat that lets you drift safely to the ground in a parachute, but it's not an opt on that's going to win you any medals. Trash three planes and you will be 'retired' for being to expensive!

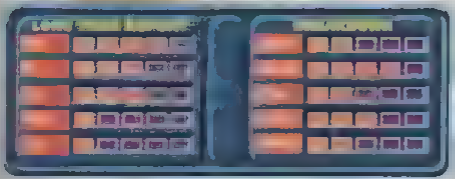
▲ *Kill the fields, you must kill the fields.*

▲ *Your task is to destroy the nice bridge. What a senseless waste.*

MISSION DEBRIEFS

At the end of each mission whatever the outcome, you are treated to a step by step debrief ng, showing your route and the main events

▲ *A badgie flies into your windscreen.*



PRESENTATION 88

▲ Lots of options, including a load of difficulty settings and viewpoints.

▼ The control method seems [illegible] commands hard [illegible]

GRAPHICS 68

▲ The graphics are good, as is the central panel layout. Update is reasonably fast.

▼ The scenery [illegible] or character, and any movement overwhelming [illegible]

SOUND 60

▼ Most of the music seems pretty inappropriate and the effects are [illegible] a bit enough

PLAYABILITY 74

▲ The controls are easy, and the game has a [illegible] bandies well.

▼ Targetting is a problem, with it locking on unwelcome [illegible] The game is a bit easy.

LASTABILITY 77

▲ Six theatres of operation and potentially infinite missions. There's always a score to better.

▼ Only keen flight sim [illegible] get impatient with all [illegible] transit.

OVERALL 76

A well put together flight sim that strives to be original. Like Mig-29, this is a very [illegible] or-like' game for a console. Most Megadrive owners will think it too slow so F-15 is for the specialist market.

1-2 PLAYERS

PRICE: £49.99

BY: EA

RELEASE: OCTOBER

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: AGGGH
GAME DIFFICULTY: EASY

1ST DAY SCORE:
23,000

ORIGIN

Haunting is a very original game concept — but draws on horror movies for inspiration.

Why do we bother with this box, eh? I mean it's not as if you're all stupid or don't read the instructions or anything. In fact, for once, I'm not going to tell you how to control. You're all bright enough to work it out!

- Possess Objects
- Spin
- Use Spells
- Move and around the room

HOW TO PLAY

The game plays in two phases. First, collect enough Ecto in the dungeons to reveal the exit. Then scare the family out the house by using your poltergeist powers.

An awesome likeness to our very own Ivan Ellis!

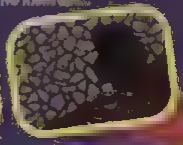
...And we thought that sort of Halloween was illegal!

Welcome... To the Twilight Zone. Once more we go beyond the world we know of three-dimensional reality, look at the point where real becomes unreal; and the irrational becomes tangible. This time, our journey takes us to a normal suburban house. What could be lurking in the cellar? A rusty pram? Coal for the fire? What if some unclean spirit possessing a biker's jacket had a sense of mischief and decided to gate-crash your lovely home? This is exactly what has happened to the charming Sardini family — Pop's a mafia merchant banker, Mom's loves animals so much she has a menagerie full of them, Sweet [illegible] they all deserve [illegible] shinola scared out of them. [illegible] becomes a nightmare [illegible] from walls, and phantom parents around the [illegible] unity. It's all part of the Poltergu[illegible] to drive them out.

HAUNTING STARRING POLTERGUY

CREAM OF CELLARY

Polterguy's activity starts in the underground vaults, and he often returns there. Drops of Ecto fall from the ceiling, Polterguy must move through the cellar collecting enough to reveal a glowing spot on the floor that opens the door to the Sardini's home. Sometimes a letter falls instead and picking this up adds a spell to Polterguy's list (see spells). In the cellar Polterguy is vulnerable to demonic powers with bats in coffins, claws erupting from walls and cascading skulls. If the icon of Polterguy's face shrinks to nothing the game is over.



A rather [illegible] shot of the cellar. Notice ground [illegible] in the wall, nobody [illegible]

WHO'S IN DA HOUSE?

Polterguy arrives in the real world by interrupting the Sardini's dinner. After the chandelier falls the family scatters throughout the house. Polterguy may go around scaring them for as long as he has Ecto power. Shown by a green bar this reduces steadily with time and even more quickly as Polterguy possesses objects. When the Ecto bar is empty, Polterguy returns to the dungeon to collect more.

WHATEVER POSSESSED YOU?

Possessing objects is easy. From where Polterguy is standing, some objects are marked with a glowing cursor. If A is pressed Polterguy leaps into the object and then back out. Soon the object starts to tremble, attracting the attention of anyone in the room. When they approach something horrific happens. Possessions are either one-off events (like the shark in the fish tank) or you may have control over a poltergeist object for some time.

OH NOW GO, WALK OUT THE DOOR

The aim of the game is to scare the family out of each room, and eventually the house. By possessing objects, each person gets gradually more freaked out. If they run out the room screaming. The reward for this is bonus Ecto. If Polterguy pursues them consistently, they'll lose their nerve and run right out the house. Once everyone has fled, Polterguy moves to their next abode.

COMMENT

GUS

Haunting's a completely inspired idea for a video game. The clever concept stands head and shoulders above the pile of derivative platformers that make up the majority of 'new releases'. Even better it's original to the Megadrive, not some computer conversion. The presentation and humour is top-notch — utterly superb graphics and really ingenious spook effects. Add to that the brilliant kitsch score and sampled effects and Haunting justifies itself as the best programmed game since Ecco. But the only doubtful part of it all is the gameplay itself. Scaring is great fun, but that part of the game doesn't provide any real challenge. You can't die as such, only run out of Ecto and be forced to return to the underworld. That section is the only part that can kill you off — but it's also the dullest section by far, and isn't much fun. Because of this, I think Haunting won't have enough lasting-appeal for 'serious' gamers, but as a family game it's 'dead' good, and EA

HOME SWEET HOME

The [illegible] goings in each...

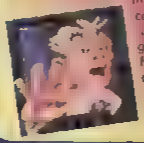
COMMENT

RICH

I can't tell you how cheesed off I am by the masses of similar games being released. That's why I thoroughly enjoyed the new EA release that is Haunting. The concept of hunting down family members and scaring the cack out of them is an utterly original concept. The level of humour is superb. The brilliant samples, coupled with the fabulous comical effects make this a game that you'll come back to again and again until you've seen the entire game. However, like Gus says, once you've seen the entire game, some doubt lingers as to whether you'll come back for more. As it is, if you're as bored as I am with the usual mounds of platformers and shooters, go for Haunting. Having seen this brave step EA have taken in producing something new I implore other companies to follow their lead.

MUMMY, I'M SCARED!

The overall ambience of Haunting is one of creeping horror. Each person has a fear level, shown by a picture in bottom-right corner. Starting off at 'Low', only repeated possess etc. gets their fear level up to 'Very High'. Certain objects work better at scaring people, and the family reacts differently, with valium swallowing mother being easier to scare than her hardened brat...



IN MOMENTS OF STRESS

Yeah, er, right, um...

When the family get a really bad fright, each of them reacts in a hilarious way, dropping their skirt, losing their rug or rolling about on the floor — here's a glimpse of their moments of madness.

SPELLS TROUBLE

Polterguy's spells allow him to regain his Ecto power, ward off demons in the house or give the Sardinis a super scare. The most interesting is the Zombie spell, where Polterguy gets control of a family member and uses them to scare the others.

Possession is nine tenths of the law.

PRESENTATION **95**

▲ No game options as such, but the game is portrayed immaculately, and the control method has been effortlessly handled.

GRAPHICS **94**

▲ Brilliant! The four houses are imaginatively and lovingly decorated, stuffed with objects and most of the animated sonic set-pieces are classic. The animation on the family members is all the more rewarding.

SOUND **86**

▲ A superb array of sound effects and atmosphere.

▼ The B-movie music is good in, but a bit grating, and too loud compared to the effects.

PLAYABILITY **88**

▲ Each house is filled with all kinds of intriguing objects and the freedom to mess around as you wish.

▼ The haunting offers no threat to Polterguy — you can only die in the roller section.

LASTABILITY **81**

▲ You'll return to Haunting just for the enjoyment of scaring the family.

▼ Playing the week underworld section is a chore, but provides the most challenging part of it all. Haunting's too easy.

OVERALL **86**

A beautifully crafted piece of Megadrive software with just the right balance of action and adventure to satisfy all needs.

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MART

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YO all those Megadrive lovers I'm a boy aged 14 looking for a girl pen pal roughly the same age Write to Matt Willis 2 Ivy Villas Brantham Hill Manningtree Essex CO11 1SX All letters answered photo if possible cherrio au'voir adios amigos

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MISCELLANEOUS

CHEATS for Megadrive Master System Gamegear just send £1 plus SAE to: A Low 1919 Paisley Road West Glasgow G52 3TF

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SEGA

OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 4 SAFE POSITIONS
SKILL LEVELS: 3
[illegible]

REACH MERCATOR

[illegible]

Landstalker is from the same team that produced Shining Force (93%), and is in the full arcade-adventure tradition.

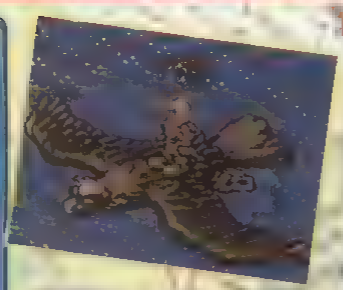
[illegible]

The D-Pad controls your alter ego and moves the pointer during the menu screens. Easy eh?

[illegible]

HOW TO PLAY

Explore the island [illegible] and other [illegible] solving puzzles and unravelling the mystery of King Nole's treasure.

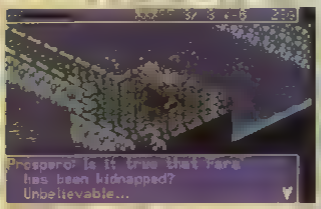


FANTASY ISLAND

The mysterious (and nameless) island your adventure takes place on is a mixture of towns and wild countryside. Outside the protection of the stockades dangerous creatures roam, making your sword an essential item. At first these take the form of Bubbles and mushroom men, but in the interior, orcs, snake men and huge purple trolls are blood-hungry.

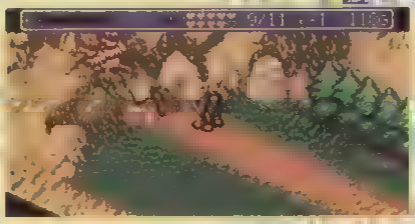
MASSAN

Massan is a tiny settlement in the North-East of the island. The people are renowned for their hospitality and docility. Near their village is a set of caves carved out by a strong underground river. The scholar Prospero has made his home here.



GUMI

Gumi is Massan's nearest neighbour. Linked by a bridge. The people of Gumi are stronger than the Massan and good at heart, but apt to indulge in some strange religious ceremonies. Their dabblings in the occult have caused some concern. The coastal path between Gumi and Ryumu is regularly troubled by rockfalls.



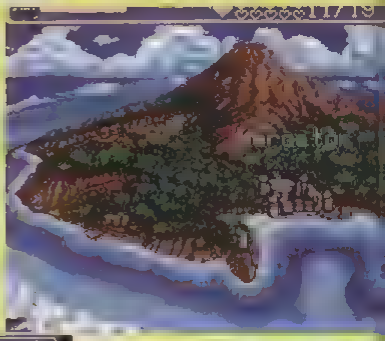
NIGEL'S DIARY - 9th after Septmord

A strange thing happened yesterday and had just arrived in Kayla after a horrible ferry-crossing from Gamul, where my expedition to find the Treasures of Gyata had at last been successful. With the Gypta statue under my cloak, I headed past the guards at customs, hoping that our 'gentlemen's agreement' was still in place and I wouldn't be searched. Then, at Jamal's house as I was closing the deal for the booty, a tiny fidgety girl flew through the window from the street below, begging for my protection. Seconds

LANDS

GAZETTEER

Forget the Michelin, here's an essential tour guide to the island: with the best inns and hotels, places of interest, wizard's towers, decaying crypts etc.



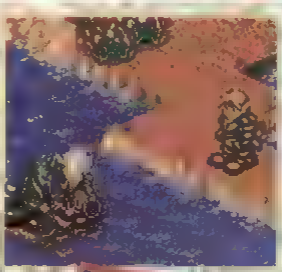
PLACE OF INTEREST

SHRINE

This labyrinth of caverns lies [illegible] beyond a noxious swamp. There is rumoured to be a shrine to His Dark Excellency at the heart of the maze of traps and puzzles where human sacrifice is offered, though few pass beyond the doors of solid rock to confirm it.

later that ruthless bounty hunter Kayla appeared with her two henchlizards demanding the sprite be handed over in no uncertain terms.

Being heavily outnumbered, I jumped over the parapet with the girl and hid in some bushes! After giving them the slip, I grilled her on why they were after her. It turns out she knows the whereabouts of King Nole's treasures on some nearby island, making her a very potential contact at the moment. Gold coins in my eyes, I suggested we hop onto an Eagle and do a little exploring of our own. We reached the island and found board in a large coastal town called Massan – perfect because it's near the caves. An early start is planned for tomorrow.



RYUMU

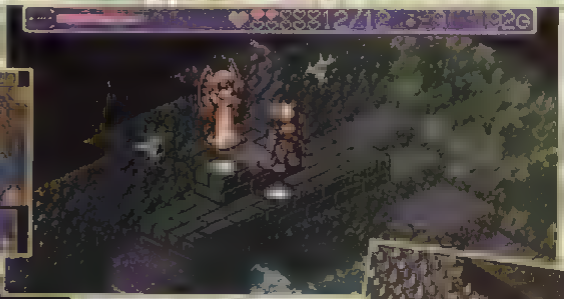
A small town on a headland, Ryumu is in decline due to the growing influence of Mercolor. Despite its small size, Ryumu is a hot-bed of intrigue in its municipal affairs, and finding someone who'll talk openly is difficult.

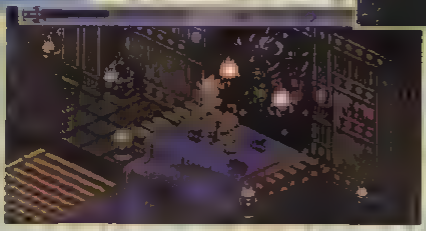
PLACE OF INTEREST

LIGHTHOUSE

The lighthouse at Ryumu is one of the island's tallest structures. Powered by the rare Sunstone it is an invaluable guide to ships entering the foggy bay.

Of all the screenshots Tom could have chosen...





THE PROMONTARY

This remote strip of land is reached by raft from Ryumu. Inside are sacred relics of the golden goddess set around a tranquil pool and spectacular waterfall. However, the setting has been defiled by thieves and kidnappers, using the place as a base, and preparing elaborate bo l and spike traps for unwelcome visitors.

Hmm. It looks a bit like he's jumping off a wafer biscuit. I bet it's something else though. Eek, I'm a bit daft, me!

COMMENT

Megadrive manners are always saying the best games are [illegible] heavy [illegible] Landstalker is [illegible] packed, [illegible] deep. [illegible] departure [illegible] playability, [illegible] Landstalker [illegible] else. The [illegible] have produced [illegible] looking [illegible] amazing [illegible] adventures. There's [illegible] locations [illegible] with it's [illegible] soundtrack. But [illegible] made a [illegible] involved [illegible] sounds your adventure [illegible] story adds [illegible] to exploring [illegible] upon arrows, [illegible] such a brain [illegible] adventure. [illegible] you play, the more you realise this is by far the best adventure game on the Megadrive.

Landstalker doesn't make for [illegible] Megadrive [illegible] that the [illegible] employed [illegible] platform [illegible] position [illegible] Pitfalls [illegible] Nigel's [illegible] this becomes [illegible] Other than [illegible] marvel. [illegible] magnificent [illegible] tion between [illegible] always [illegible] great [illegible] ing light [illegible] Every [illegible] adventure [illegible] with as [illegible] to background [illegible] the main players. Consequently the eyes are always entertained by places and characters visited many times before in the course of exploration. Sega also provide an outstanding musical score, yet again, with a predominantly good mix of soaring madrigals and rousing marches. Landstalker is guaranteed classic status in no time at all.

MERCATOR

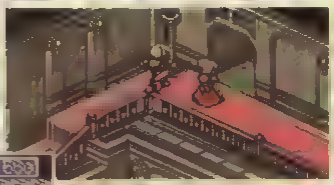
The largest town on the island, Mercator boasts all sorts of attractions. The town is also the place to [illegible] ruled by Duke Mercator, who [illegible] of these parts. The guards surrounding Mercator are quite choosy about who they let in. Sightseers shouldn't miss:

MADAME YARD'S

What goes on in Madame's Yard, where only grown men are allowed in? Shadowy figures flit from the Palace to this popular 'member's only club'

THE ROYAL PALACE

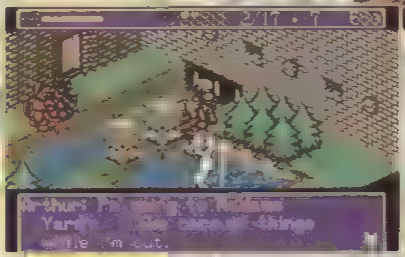
This huge residence, surrounded by gardens houses the art collection of the Duke, along with a library [illegible] town [illegible] marshalled by the famed warrior [illegible] the...

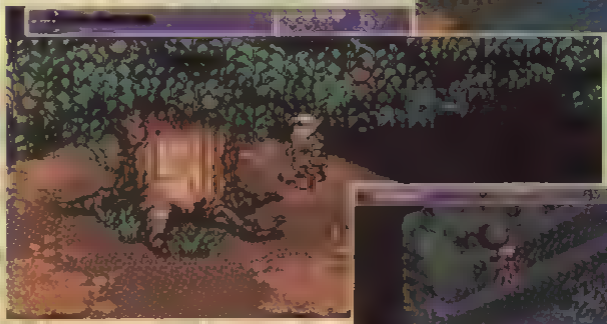


Woman. I know just what sir needs. Nigel. Oomph !!

THE PORT

All the ships coming to the island dock here, so the marketplace on the pier is a sensible idea. The cheapest Ekeke on the island. The duke has his own personal [illegible] and yacht for that matter!

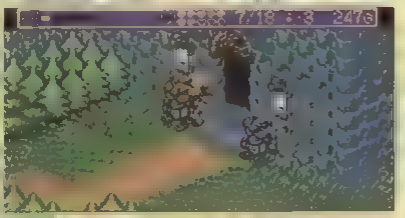




Tree. I love thee.

MYSTERIOUS TREE

A strange puzzle is set by the large trees found close to many of the island's towns. At first they seem to have no purpose, but they've been called a treasure hunter's best friend. What does this mean?

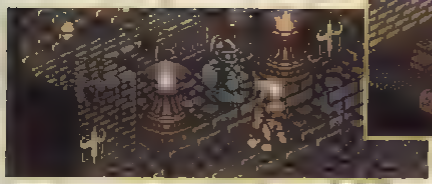


MIR'S TOWER

Drop in for tea with an evil sorcerer, hogging the island to ransom. First you'll have to work out a way past the energy field at his tower's entrance

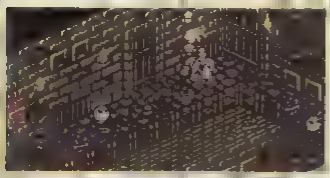
MAGIC POCKETS

A lot of time is spent in dungeons and lairs, most of which have locked doors and puzzling passages. Keys and useful objects are found in chests, and [illegible] secret stairways and conduits. You will get stuck, but exploring always presents a solution. Eventually



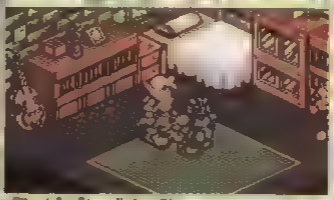
THE CRYPT

Hideous moanings and ghastly vapours emit from this collection of remains, of past Mercatorans. The crypt is one massive puzzle, solved by cracking ten separate riddles, carved as epitaphs on each tomb.



LUDWIG'S

Celebrated composer and musician Ludwig teaches and performs by Royal command. He also knows more about the affairs in Mercator than is good for him.



Yes, it is a huge cello isn't it!

GREEN PEAS

Where fools and their money are easily parted, but gain skill at his ball game and easy cash may come your way.

BODY AND SOUL

You'll need to maintain your strength after the repeated attacks of monsters. Three locations dotted around the island are useful to this end.

INNS

Inns give you a place to eat and recover your hit points. Most of them also have a map book that allows you to view your location on the island. Staying at inns costs money, but they are places to pick up valuable information.

CHURCHES

Priests in places of worship are adept in curing all ailments caused by evil creatures and spirits, and also for recording your progress to save game. Just take the relevant book from the shelf and place it on the lectern.

SHOPS

Shops of all sorts exist — most sell Ekeke, the life restoring herb. Detox grabs is another popular line, and life-stocks (which are very expensive). Larger town weapons and armour are freely available. Bear in mind that prices may vary considerably.

Hey mate. How much for that golden bow over there?

PRESENTATION 91

▲ Clearly set out screen display, loads of amusing in-game touches and sequences.

▼ [illegible] not be skipped (unless you've saved a game), which is highly irritating.

GRAPHICS 96

▲ Really colourful and cleanly scaled. Landstalker features a vast array of places and people all rendered in beautiful isometric 3D.

▼ Some of the enemy sprite designs are bland (only at the beginning).

SOUND 90

▲ The music changes constantly to fit the mood and scene. It suits each perfectly.

PLAYABILITY 94

▲ A mixture of many game-styles from the first dungeon onward, hooking you from the moment it begins. You have the freedom to explore and backtrack to find the game's many surprise features.

LASTABILITY 95

[illegible] sub-plots and sub-levels in your path to gain them. The game's difficulty rises to meet your growing skills. There's weeks of play here.

OVERALL 94

Landstalker is an adventure masterpiece, that has something for every type of Megadrive owner. This is the one Sega game you should not miss this year. It cannot fail to delight.

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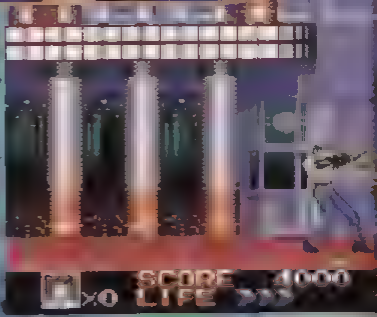
PREVIEWS

ROLLING THUNDER

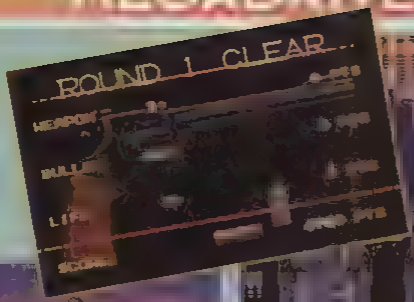
Holy Chunder — Rolling Thunder's back! And this time they've NOT brought their Dad. Well er, it seems our fave agents Albatross and Leila (KR) are to be busy making terrible Danish house music (secret code for 'on a dangerous mission') so it's a case of sloppy seconds in the agent stakes. Step forward Jay, a smouldering young gun who's available to work on his own.

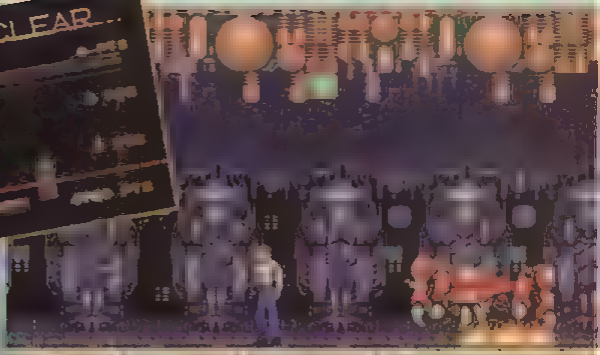
The new case concerns a terrorist group called Gelda. Their aims are a bit vague, but it's known that their second-in-command, Dread, likes a bit of the highlife in Las Vegas. Jay heads there but soon runs into trouble (in an oil refinery of all places). Using his radio contact with HQ, he is led through umpteen levels of grunt-infested intrigue.

Rolling Thunder III follows on from the two previous games. When it was launched by Atari games it caused a bit of a stir with its smooth graphics and action, redefining the platform shooter genre. The sequel made a belated official appearance on Megadrive early this year. This third instalment is trying to build on the format by adding motorcycle/jetski sections to the familiar platform fare.



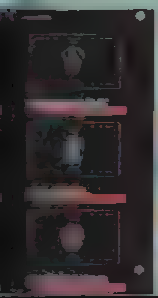
Namco have stressed to us that the game is still in development, although it plays pretty smoothly. They are listening to the opinion of expert gameslayers (like ourselves) to see what changes have to be made. The fruits of their labour may be harvested by you in a future MEAN MACHINES review.





Pantomime captions number 6 "Be kind you"

The guy in the car looks a bit gravel rash!



THE DUELLISTS

A major new feature of Rolling Thunder III is the extra weapon selection made before each level. Nine different arms, from grenades to bazookas and flamethrowers may be picked. However, once used, a weapon is defunct for the course of the game.

Asterix

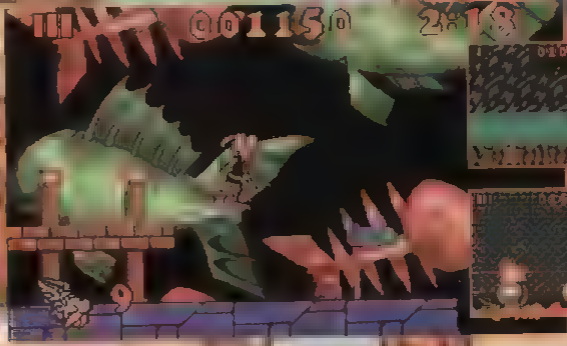
The most famous lager-quaffing, horn-helmeted, big-fisted Gaul who ever lived is coming to the Megadrive soon. It's Asterix, it's huge and so far it's looking pretty cool.

Graphically the game is very close to the Amiga version. In fact, the Mirrorsoft team worked very closely with Core Design's programmer Gerry Carroll (known for the classic Rainbow Islands on the Amiga) and approved all the graphics as they went along.

It's a platform game, with the player moving into the meaty grubby left of Asterix as he jumps across lots of levels and sub-levels, collecting potions and objects, from the Gaul village to eventually make it to move into Rome via a series of countries. Punch anything suspect, jump across things, collect keys

It only Asterix could reach the kettle.

I don't know what it is but it's got a good beat!



1 PLAYER	RELEASE: OCTOBER
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SYLVESTER & TWEETY

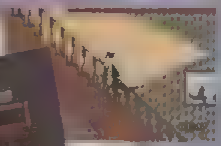
Sylvester the putty tat and that lisping yellow budgie, Tweety, have been going at each other hammer-and-tongs for years and that bad black cat hasn't caught Tweety yet. But now the misadventures of the terrible two are being transferred onto an eponymously-titled Megadrive game courtesy of Tecmagik.

Licensed directly from Warner Bros, Tecmagik hope to capture all the style, music and humour of the Looney Tunes characters, which have enthralled millions of kids for years, and reproduce them on the 16-Meg cart.

The gameplay, as the story stands at present, is simple. Sylvester's main task is to find and eat that damn bird. Naturally it's not so easy when you've got a huge dog on your trail, a wizened old granny with a lethal broomstick and loads of obstacles to overcome.

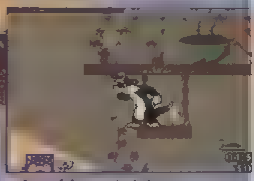
Judging by the sneak peek we've had, the game is looking pretty neat with massive sprites, real cartoon graphics and stacks of humour. So much so that it was the cartoon... There's loads of interaction with the scenery — picking things up, chucking them about and feeding bones to the dog to keep him at bay. As for the gameplay, we'll just have to wait and see but as soon as we get it, we'll get the full review in REAL MACHINES SEGA. Whoa, steady...

Why I oughta...



Time for bed young cat!

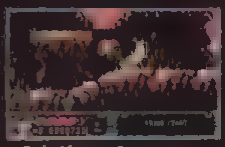
My, that bone looks tasty!



So much for a cat's sixth sense.

This one's just begging for a witty caption (geddit?).

BLADES OF VENGEANCE



▲ Pesky shooters. Oops, wrong game.

▲ Great graphics. Shame about the gameplay.

▲ Sai Laugh at my sandals, would you?

▲ Ahhh, this victory sword I shall dedicate unto a lovely widow in the village!

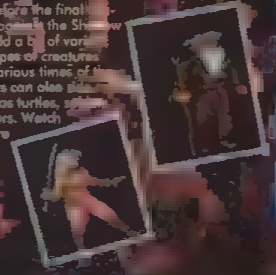
▲ What's no way to dress. Sandals, hey!

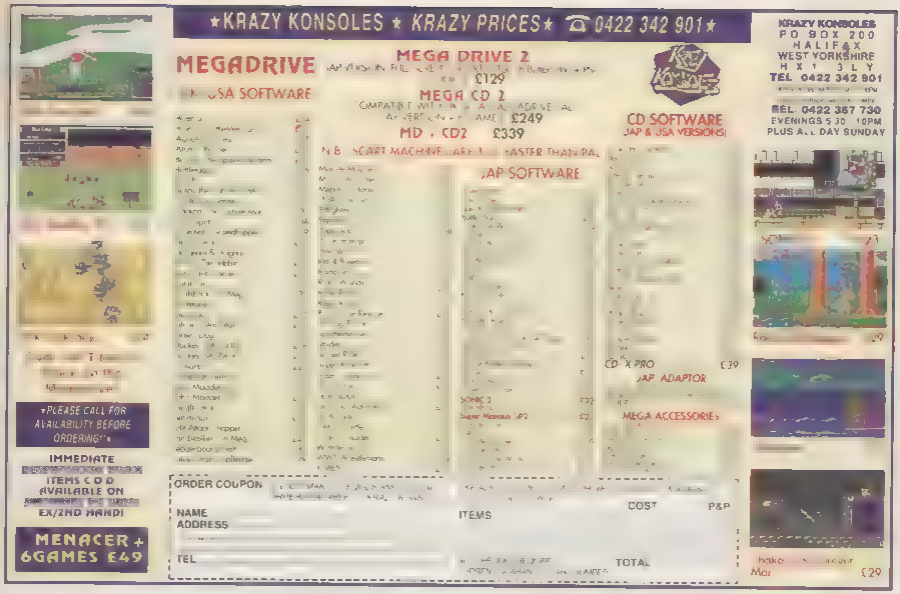
Enemies are forever coming onscreen — there's always one trying to screw up the world and the universe as we know it, and Blades of Vengeance, the new offering from EA, is no exception.

It's arcade action alley as one or two players choose from three characters; Huntress, Warrior, Sorcerer all of whom have different attributes, weapons and powers. There is a vast array of potions and artefacts there for the taking to help each character on their quest through the seven levels available.

Set in caves, forests and fortresses of a distant land, Blades of Vengeance pits the player against enemies such as the stony-eyed, snake-haired Medusa, [illegible]

...combies before the final confrontation against the Shadow Lord. To add a bit of variety different types of creatures attack at various times of the game. Players can also [illegible] such as turtles, [illegible] ...ours. Watch out for [illegible]





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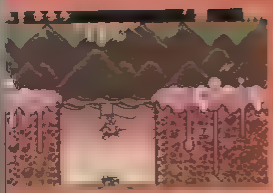
RITZ VIDEO 13
CORE DESIGN 27
MIDLAND BANK 31
GAMEWATCH 37
ROYAL NAVY ..... 40 & 41
SPECIAL RESERVE ..... 45 & 47
HOME GROWN 47
CONSOLE MASTERS 47
MANGA VIDEO 53
CHEETHA 54
TURBO GAMES 54
QUESTEL 54
CONSOLE MANIA 55
TECMAGIC 59
KONAMI ..... 62 & 63
DOMANI 67
DATEL 75
SMITHKLINE BEECHAM 87
REGIONAL SPOTLIGHT 106 & 107
SHAMROCK 107
CONSOLE EXCHANGE 107
GAMES EXCHANGE 107
CONSOLE CONNECTIONS 108
SHEKHANA 108
PAS CONSOLES 108
SKYTEK 108
CART EXCHANGER 110

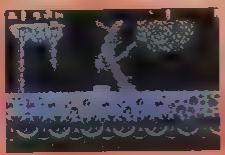
JAMES POND III



The most famous and distinguished of fish — EA's Pond, James Pond — is back for his fourth adventure on the Megadrive in James Pond II: Operation Starfish.

Not being a complete sod-heads, we at MEAN MACHINES refuse to trot out the usual line of fish puns and instead will tell it like it is. The evil Dr Maybe has returned to create havoc in the world. His new cunning plan is to mine yogurts, ice cream and cheese from the moon's rich supply, monopolise and change the face of the dairy market as we know it. Milky, milky. FISH has discovered his plot and has sent their top agent, Pond, to sort him out.

Armed with a stack of special powers such as suction boots to mount any surface, a fruit suit which doubles as a deadly weapon if he runs on the enemy, skis, rocket boots and anti-gravity boots, Pond also drives a lunar buggy, a drinking machine, a giant moon worm and a mini-rocket. The game also introduces Pond's new side kick, Finnius Frog and follows their quest for the world's solution. Tune in next month for further updates.



Just where is James. I don't know?

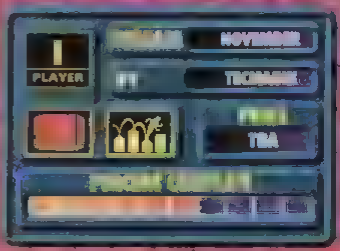
Hey, giant fruit! Great!

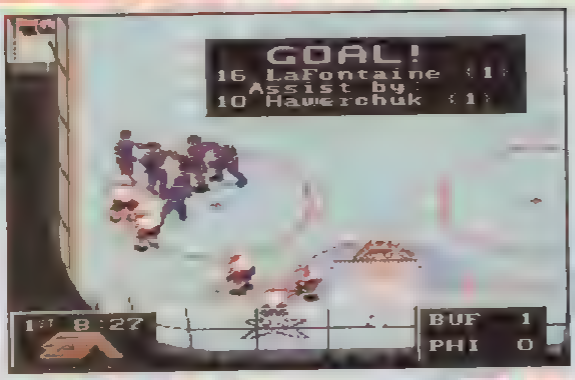
MEAN MACHINES classics Number 3: Mind the oranges, marlon

Oh, and mind the Quavers too!

Hmm, it's a broad level. Macabre.

PINK PANTHER





NHL HOCK

Grab your sticks and get ready for the a right royal pucking with a cool new sports sim sequel on the Megadrive from Electronic Arts — NHL Hockey '94

The game is similar in may ways to the last EA hockey title — NHLPA Hockey '93 but is set to revo utionise sports sims with the added feature of being compatible with EA's spanking new 4-WAY PLAY which allows up to four players to battle it out at once. When we first saw this game way back when, two players could compete on the same side but one of them had to be the goalie all the time while the other did all the rushing about which would have been pretty naff and fairly dull for the goalie. But now it's been adapted so that both players can play all posit on.

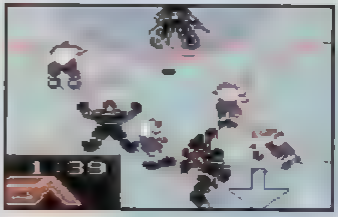
This sequel is much faster and includes a manual goalie option so the player, not the computer, can be solely to blame if the goals fly in. The 8-meg cart also includes 'one-timer' volley shots for the forwards, penalty shots within the game, a penalty shoot-out option, new crowd animations and battery back up to save up to seven players' place. Tune in soon for the full review!

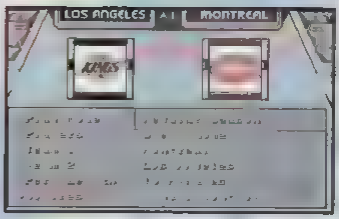
▲ Hey, I'm sick of all this hockey malarkey, let's all go and write captions for Mean Machines instead

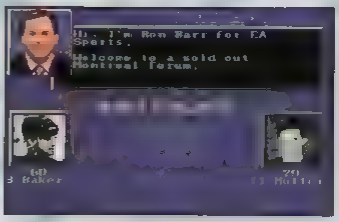
EY 94

Games action ahoy in this screen shot. Tom wrote this. He's getting too big for his boots, that lad.

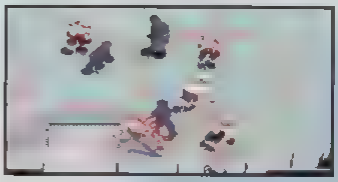
▲ No 'puck'-related raptiness in this mag. Oh no!







I don't know about you, but I reckon that that Ron Barr chap looks a bit like Ron Atkinson. He does, doesn't he? Well I say he does so you can all just shuff off!



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5. EAT IT.

6. HOLD IT IN FRONT OF YOUR FACE. THEN CLOSE YOUR LEFT EYE AND RIGHT EYE ALTERNATELY AND IT LOOKS LIKE IT'S MOVING!

7. STAPLE IT TO YOUR CHIN TO AVOID LOSING IT. IF YOU'RE REALLY LUCKY, PEOPLE MIGHT COMMEND YOU ON WHAT THEY THINK IS A TECHNICOLOUR BEARD.

8. STAPLE IT TO YOUR FOREHEAD TO AVOID LOSING IT. IF YOU'RE REALLY LUCKY YOU WON'T DIE.

9. DRESS IT IN BABY CLOTHES AND TAKE IT EVERYWHERE. WHEN ANYBODY ASKS WHAT IT IS, SAY IT'S YOUR SPECIAL MAGIC FRIEND 'MAGAZINE MAX'.

10. READ IT BECAUSE IT REALLY IS RATHER GOOD!...NAH, THAT'S A PRETTY STUPID IDEA. (AK AK GUFFAW!)

SO ANOTHER GREAT CHAPTER IN MEAN MACHINES HISTORY COMES TO A CLOSE. THE LAST FLAME OF THE ISSUE DRAWS TOWARDS ITS ASHEN COFFIN. BUT FEAR NOT BRETHREN. WE ARE THE PHOENIX! AND WE SHALL RISE UP WITH WINGS AS ANGELS! RANT AND BABBLE, BABBLE AND RANT!

MEAN MACHINES IS OUT ON SEPTEMBER 28TH. SO YOU'D BETTER BUY IT! OK KIDS?!

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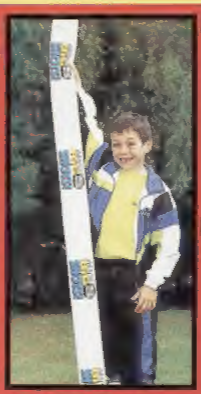

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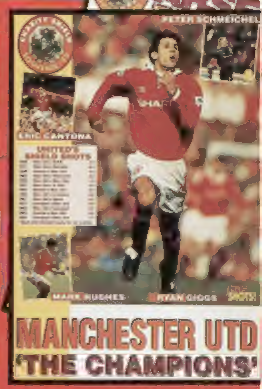

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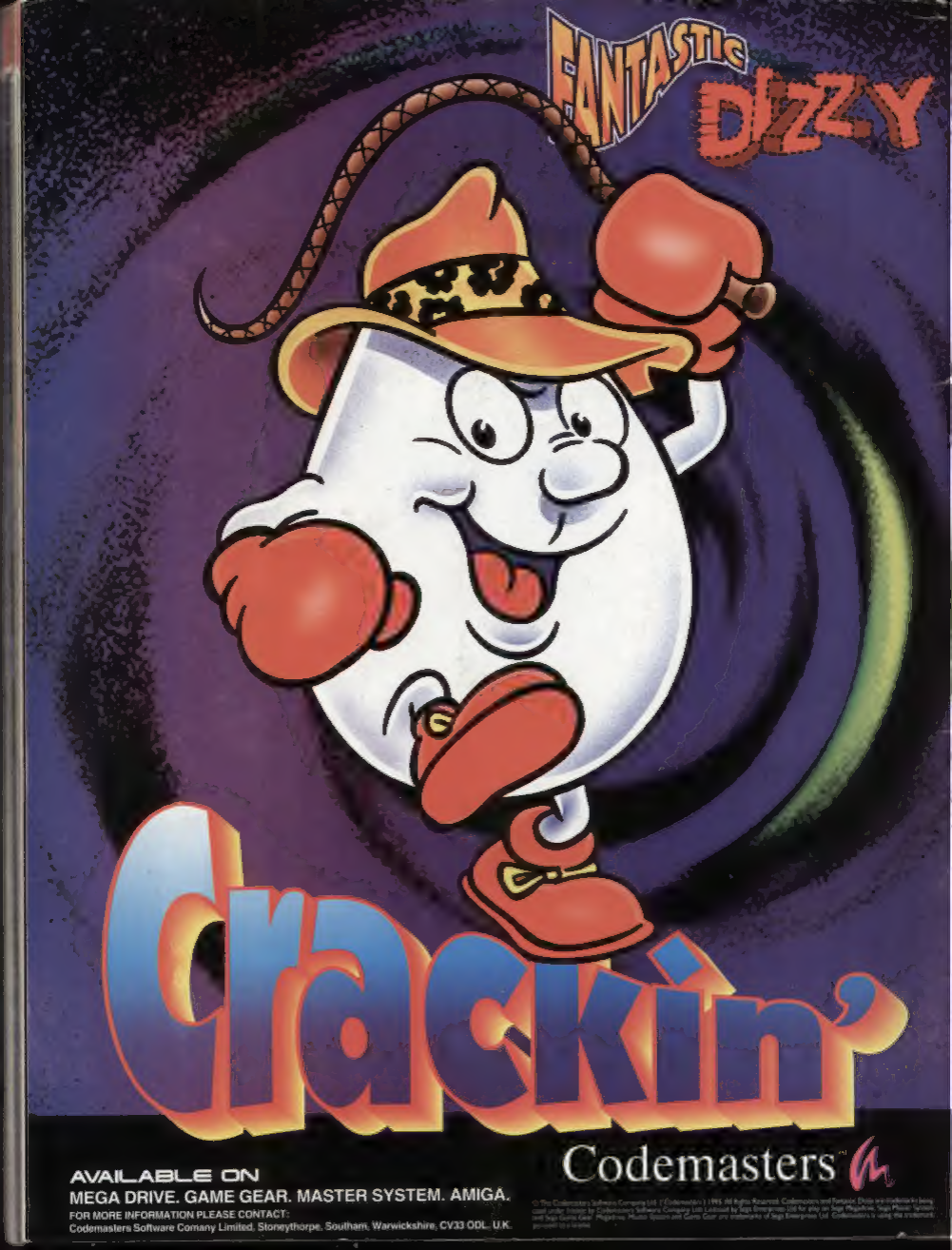

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MEGA DRIVE. GAME GEAR. MASTER SYSTEM. AMIGA.

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